FURTHER CONFUSION 2012

THE INFURMARY

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FURTHER CONFUSION

THE INFURMARY

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2012 JANUARY 12-16

Complete images are presented throughout the program book

SAN JOSE CONVENTION CENTER
SAN JOSE, CALIFORNIA

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A MESSAGE FROM THE CHAIR

WELCOME!

As chairman, it is my pleasure to welcome you to Further Confusion 2012.

It's great to have you here; our convention would be nothing without our guests. You bring the energy and life to the convention. With you expressing yourself with your talents and skills, you bring all of our efforts together and bring Further Confusion to life.

Further Confusion is a remarkable forum for anthropomorphic professionals and enthusiast from across the nation and around the world. We have only the best personnel on our staff to ensure that your convention experience is all that you hope for and more.

Further Confusion's staff has done spectacular work in planning this year's convention. Over the next few days, you will have opportunities to learn, share, and enjoy all things furry. We have great performers, professionals on animal care and safety, and of course animals of all shapes and sizes, most of them on two legs!

So I wish you all the best—have a great time! Be safe and respect others, and if there is anything we can do to make your convention experience better, please don't hesitate to ask.

—Warm Regards
Bosn C Otter, Chairman
Further Confusion 2012

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ATTENDEE CODE OF CONDUCT

Further Confusion strives to give as many people as possible a fun time. Most of the convention is for general audiences (young teens or older). We will mark clearly the few areas and events which may exceed a general-audience rating. At registration you may choose to sign an age statement stating that you are eighteen years of age or older. If you choose not to sign this statement, or are not eighteen years of age or older, your badge will be marked and you will be allowed admittance only to those areas or events that are for a general audience. Please be prepared to show your badge at any time you need access to convention space or events—it identifies you as a fully-paid attendee of the convention.

Further Confusion likes to hold itself out as a professional convention. We also hope that each attendee enjoys the fun that our wide-ranging community can provide. Please consider how your actions reflect on the convention and how they may impact or affect others. We take pride in our appearance and we want you to as well, whilst still having fun. To this effect, if the convention becomes aware of any of our attendees engaging in illegal activities, either in convention space or in private hotel rooms, we will be forced to inform the proper authorities.

Keep in mind that there are always other guests of the hotel, especially on the first floor and lobby areas. Offending the hotel's other guests is inappropriate. Impressing them with how much fun and enthusiasm we have for our fandom *is* appropriate. What you consider to be acceptable behavior may not be so for others. Consideration of others is the hallmark of a mature individual and a healthy fandom. We encourage that courtesy from all participants in our community.

Safety and security matters are generally handled by FLARE, who are a group of experienced individuals used by Further Confusion and other conventions. FLARE can be contacted through Convention Operations (see below) or by asking any of the convention staff. FLARE may ask you to stop an activity or to move it to a private room. Repeat offenders may even be required to return their badges and to leave the convention premises. We ask our attendees always to comply with FLARE's requests promptly. If you feel that FLARE has made an unfair request, or has not dealt with you in a fair manner, you may bring this up at a later time with the convention chair or vice-chair.

COSTUMES AND CLOTHING

Use your common sense in public areas. If you have to ask or think twice about doing it in public, take it to your room. For example, kissing and holding hands, regardless of sexual orientation, are fine. Groping, tongue battles, and nudity, regardless of sexual orientation, are not. While collars and leashes may be worn discreetly, blatant displays of bondage or BDSM in public may result in FLARE asking you to return your badge. No costume is no costume: We ask you to wear at least a shirt, shorts, and shoes in public areas of the hotel.

Body painters should keep shirts handy at all times in case they need to pass through the lobby or other areas that the hotel's other guests might frequent. Additionally, if you are wearing body paint of any kind, please refrain from sitting on hotel furniture. Similarly, the lobby and hotel furniture is *not* the proper place for decorating someone as a tiger. We have a Creator's Lounge that may be used for impromptu makeup demonstrations. Public exposure of genitalia, buttocks or (female) breasts is not permitted. As a rule, a minimum of a non-thong bathing suit must be worn at all times in public areas. "Anatomically correct" costumes must be likewise clothed.

HARASSMENT AND ASSAULT

No means *no.* Stop means *stop.* Go away means *go away.* If someone won't understand these simple rules, contact a member of FLARE. They have the power to remove an attendee's badge for not following these commands. Harassment is any behavior that intentionally annoys or alarms another person. This includes unwanted physical contact, following someone in a public area without a legitimate reason, or threatening physical violence. Offenders may lose their badges and the matter may be referred to the proper law enforcement authorities. If you are being harassed, immediately contact FLARE, through a nearby staff member or by phoning Convention Operations from any hotel phone and asking for FLARE. Dial 0 and ask for Further Confusion Convention Operations.

BUYING AND SELLING

Further Confusion has two main areas where merchandise and services are sold—the Dealer's Room and the Furry Market Place. Anyone who receives payment for goods or services (such as body painting, massage, etc.) in convention space must comply with all the convention's rules regarding this. The Dealer's Room Rules apply in this situation, regardless of the location, and vendors must ensure they have proper California Sales Tax IDs.

If anyone wishes to request payment for goods or services and to donate the proceeds to charity, Further Confusion must be informed of this ahead of time to allow for the convention to organize the correct tax reporting.

Further Confusion takes very seriously its legal obligations in this area. Any solicitation for payment at the convention that does not comply with these obligations may result in the offender losing their badge and being required to return all payments.

PARTIES, ALCOHOL, & ZERO DRUG TOLERANCE

Further Confusion does not tolerate serving of alcohol to minors. If you are hosting a party where alcohol is being served, it is your responsibility as host to ensure that the age of anyone drinking alcohol is checked. You should also designate someone not to drink, so that there is a fully competent person present to deal with any emergencies that might arise.

Further Confusion *does not* tolerate the use of illegal substances. The violation of the above rules could subject you to the immediate loss of your badge and convention privileges and referral of the matter to other authorities.

WATER PISTOLS, SILLY STRING, & WEAPONS

Due to the potential damage to property, water guns, silly string and the like are prohibited in public areas of the hotel or convention space.

If it looks like a real gun in any way, shape, or form, it should not be brought to the convention. The State of California has recently instituted new state laws regarding replica weapons.

There should be no "live" steel or whips being wielded in any area of the convention. If a bladed weapon or whip is part of your costume, please have it peace-bonded. This can be done at the FLARE Base at any time. If you kill it, you have to eat it!

PHOTOGRAPHY AND VIDEO

Further Confusion wants you to have great memories from a fantastic convention. Photographs and videotape footage by attendees are generally allowed in all common areas of the convention with the exception of the Art Show. Specific rules regarding these matters may exist for selected events. Please consult the program guide at the convention for information relating to specific events. Flash photography will be allowed at the Masquerade.

When photographing or videotaping individuals or costumes, please use common courtesy and ask before photographing them. Please respect their rights if they do not wish to be photographed or videotaped. If someone asks or otherwise indicates (remember many folks in costume do not speak) that they do not wish to be photographed, *do not photograph them*!

Photography or videography for the purpose of sale or publication to the press is expressly forbidden unless written permission has been obtained from AAE, Inc. in accordance with its press policy. Individuals may take pictures and videotapes for private viewing or sharing with friends. We ask our attendees to be courteous to those they wish to take pictures of, especially if you wish to place those pictures or video clips onto a personal Web page or similar Internet archive. In this case, please ask your subjects for their explicit permission to do this.

ATTENDEE CODE OF CONDUCT

Attendees should be aware that footage gathered by staff members in public areas of the convention, including events and panels, may be used in a highlights tape and that attendees may appear in that tape without compensation. As mentioned above, please consult the pocket program guide for specific video, audio, and photography restrictions for specific events. Further Confusion will require a release only for footage that is obtained in areas that are not fully public (i.e., private functions and personal interviews).

These rules apply to all attendees (dealers, guests, or any level of regular membership). All members of the press and staff will conform to Further Confusion's press policy and we encourage attendees to become familiar with those rules as well.

IF YOU NEED ASSISTANCE

Further Confusion has a Convention Operations room, which is staffed night and day throughout the convention. One of their roles is to assist you if you have any problems whilst at the convention. You can dial 0 on any hotel phone and ask for Further Confusion Convention Operations; they will be happy to help you in any way they can. Remember, we cannot address a problem unless we know about it.

If Convention Operations cannot assist you directly, they will have someone contact you who should be able to. For less urgent matters messages may be left with Convention Operations to be forwarded to executive staff, although it is not usually possible to pass messages on to non-executive staff. As with all messages left with Con Ops, please remember to give details of how, when, and where the recipient can contact you.

Further Confusion has a large staff to handle most aspects of the running of the convention. This allows the Chair and Vice Chair to remain available to talk about any comments or concerns that our attendees bring to them. If you see them around the corridors, feel free to speak to them—even if they appear harried, ensuring our attendees have a good time is one of their primary roles! If you need to contact the convention chair or vice-chair at any other time, you can do this by leaving a message for them at Convention Operations.

HAVE A FUN AND SAFE CON!

If you have questions or comments regarding Further Confusion policies, please send email to *info@furtherconfusion.org*.

GUEST OF HONOR: E.E. KNIGHT

NATIONAL BESTSELLING, award-winning author E.E. Knight is best known for his *Vampire Earth* and *Age of Fire* novels. He resides in Oak Park, Illinois with his wife, son, two cats and piles of books in every room. He suspects the books are becoming self-aware and developing defensive psychic powers that prevent him from doing long-overdue collection management. So when a Borg cube of old Ace doubles and yellowed DAW mass-market originals erupts on the west side of Chicago and shambles toward the used bookstores using firearm catalogs as treads, you'll know who to blame. Find him online at *http://www.eeknight.com*.

GUEST OF HONOR: MATTHEW EBEL

I CALL MYSELF A piano rocker, but I'm really just kind of a goofball. I've been playing the piano since age five, discovered electronic music at twelve, and made this stuff my career in 1999. Since then I've played at the Grand Ole Opry, been quoted in Rolling Stone, and made a name for myself in new media circles. I've been able to play piano rock full-time since 2007 and since then I've never looked back.

People tell me that they're fans because I write some funny stuff, some emotionally charged stuff, and I tend to experiment with my sound a lot. I'll take their word for it, but you can find out for yourself by listening to the samples above or buying an album. All I know is that I like to get on stage and have a good time, usually getting the crowd involved whenever possible.

Visit my Web site at *http://matthewebel.com/*.

SPECIAL PERFORMERS

SAMUEL CONWAY

Photo by Vovchychko

Samuel Conway is a chemist who holds a Ph.D. from Dartmouth and works in a laboratory in his native Pennsylvania. He is also the chairman of Anthrocon, the world's largest furry convention, held annually in Pittsburgh, PA. Known as "Uncle Kage" to his fans, he is an experienced raconteur who has performed on stage all around the country and even in such far-flung places as Germany, Australia and the Czech Republic. He has been called by some an unofficial spokesperson for the furry fandom since he has dedicated a good deal of time and energy to dispelling the myths and misunderstandings surrounding the world of anthropomorphics. In what spare time he can find he likes to write and has published a number of stories in small-press titles, although he did break into the Big World in 1999 when his story "Tweaked in the Head: was included in *Flights of Fantasy,* an anthology of bird-related SF tales assembled by Mercedes Lackey. His favorite convention activity is meeting with friends in the bar, and if you're inclined to ask he has a preference for sweet Rieslings (Germany's Mosel Valley or Washington's Columbia Valley, neither older than three years) although he'll always settle for a nice cheap white zinfandel out of a box with a plastic spigot on the bottom.

2 THE RANTING GRYPHON

Matthew Davis, a.k.a. "2, the Ranting Gryphon", was born in 1972, in a mid-sized Arkansas college town. Raised in a musical Christian family, he was encouraged from a young age to play instruments and write music. He began to show interest in recording his creations shortly after he began school.

2 spent almost a decade playing music and touring with various rock bands, working as a studio musician, and teaching guitar lessons—until the late '90s, when he became frustrated with the group songwriting standard of a band atmosphere and decided to concentrate on his own compositions by himself. By now, he was easily able to play all the instruments needed to create full songs on his own. And with the added tools the computer technology of the day provided, he began experimenting with new forms of music.

2 got work as a freelance soundtrack writer for video games, contributing to video games created by Sierra, Microprose and Maxis, among others.

One day, as 2 was setting up his equipment to make a new recording, he grabbed the mic and began telling jokes for a collection of friends who happened to be there. To his surprise, it took him only a short time to leave them in stitches. The suggestion that he should be a stand-up comic wasn't taken very seriously until his friends began asking him to perform more comedy for them. More and more people began to show up in his small studio to hear him take the mic and tell stories.

Out of sheer curiosity, the next recording 2 made was a five-minute file of politically-inspired comedic hatred. He placed it on his Web site and watched it become the most popular file on his site.

So he made more.

2 currently lives in Los Angeles and continues to perform comedy regularly in the US, Australia, Canada, and Europe.

CHARITY ORGANIZATIONS

TOWN CATS OF MORGAN HILL

The mission of Town Cats of Morgan Hill is to maintain a no-kill adoption center-shelter and foster-home network for friendly homeless cats and kittens awaiting adoption. The goals of the organization are:

- To focus attention on and alleviate the suffering of homeless and feral cats in Santa Clara County
- To educate the public about the pet overpopulation problem
- To provide the public with the tools to become part of the solution
- To assist homeless and feral cats through trap, neuter, and return programs
- To find permanent, loving, and safe homes for all the homeless housecats and kittens in its care

You can find out more about Town Cats of Morgan Hill at their Web site, towncats.org.

13TH STREET CATS

13th Street Cats is dedicated to improving the lives of feral and social cats in the San Jose area and to controlling the population by the use of *trap-neuter-return* (TNR). TNR is an effective internationally-recognized program by which cats are trapped, vaccinated, spayed or neutered, and returned to their original location to be cared for. Kittens and cats that can be socialized are taken into foster care and are then put up for adoption.

They are not based at a shelter or in one location. All of their animals are housed in volunteer foster homes across the South Bay. Since 2006, 13th Street Cats have spayed or neutered over 1500 cats and placed nearly 1000 in loving adoptive homes.

You can find out more about 13th Street Cats at their Web site, 13thstcats.org.

AAE & VARIETY TRACK

AAE Public Meeting Anthropomorphic Arts and Education, the non-profit agency hosting Further Confusion, will hold its annual public meeting at the convention on Sunday *Presented by AAE.*

Hiss and Purr Come and tell us what you think about Further Confusion 2012! What did we do right? What could we improve on? Let us know what we can do to make Further Confusion a better and more relevant convention for you in the years to come! *Presented by the Further Confusion staff.*

Meet the Guests Who are our Guests of Honor? What makes them so honorable, anyway? Come and join them at this session to find out the answers to those questions and others you might have about Further Confusion's honorees for 2012! *Presented by the Further Confusion staff.*

Kaffeeklatsch With E. E. Knight Want to meet E. E. Knight in a small, informatl group over a cup of coffee or tea? Here's your chance. Space is limited to about a dozen fans, so sign up early—first come, first served—at the Information Desk or Con Ops. *Presented by E. E. Knight.*

Kaffeeklatsch With Matthew Ebel Want to meet Matthew Ebel in a small, informatl group over a cup of coffee or tea? Here's your chance. Space is limited to about a dozen fans, so sign up early—first come, first served—at the Information Desk or Con Ops. *Presented by Matthew Ebel.*

artwork (C) zebrawolf

ART TRACK

Using Kickstarter to Fund Your Creative projects Three talented illustrators talk about their successes in raising money through Kickstarter to finance their creative projects: a comic book, printing stickers, and an interactive art portfolio. Learn what Kickstarter is, what it's for and how to use it, and how to present your project for the best odds of getting successfully funded. *Presented by Shiuk, Matt Harpold, and Mandi Tremblay.*

Figurative Anatomy for Furry Art AyCee busts out the the tablet and the projector to talk about improving the figure work in your digital illustration. Learn all about how to give your bodies a sense of form and depth using an understanding of muscles and bones. Have a blast deepening your understanding of human and furry anatomy in this demonstration. *Presented by AyCee.*

Making Graphic Novels and Comics Join the artist duo known as Blotch to talk about graphic novels and comics, what significance comics have to artists and writers in the fandom, and how to get started putting your own ideas to paper. *Presented by Blotch.*

Digitally Adorable: Drawing Cute Things With Sai Crayon-Chewer takes the floor with a demonstration of her brightly-colored, super-flat digital illustration style, and talks about some of her thought processes for creating appealing, iconic character designs and how to ramp up the cute factor of your artwork. *Presented by Lisa Mosebach, AKA Crayon-Chewer.*

Golden Acrylics Product Demo Palo Alto artist Judy Gittelsohn gives a product demonstration of the Golden Acrylics line of acrylic paint and surface media for artists and illustrators. Judy Gittelsohn has been painting in the Bay Area for over thirty years. She is represented by several Northern California galleries and her paintings have been published in TIME magazine and *Metropolitan Home Magazine*. *Presented by Judy Gittelsohn.*

Developing Your Style With Real Media Concept artist and comics author Allytha gives a demonstration of her real-media techniques and discusses developing your own unique artistic voice.

Allytha is the creator of the webcomic *Elysion Age* and is a contributor to the wildly successful *Womanthology* comics anthology. *Presented by Allytha.*

Speedpainting Techniques Join illustrator and concept artist Vrass for a demo and question-and-answer presentation on digital speedpainting. Speed paintings are a great way to practice skills, warm up, and create color compositions in preparation for finished pieces. Vrass shares the knowledge he's accumulated over the years for experienced artists and curious beginners. *Presented by Vrass.*

Color Theory and Digital Painting Having trouble coming up with the right colors to bring your linework to life? Want to learn more about painting realistic lighting? Come learn the theory behind color and how to apply it to your work! *Presented by Kamui.*

Building Crossover Appeal The webcomic *The Dawn Chapel* has had a few strips go viral on the internet, pulling down hundreds of thousands of visitors through social media sites like Reddit, Stumbleupon, and Twitter, spreading far beyond solely furry circles. Creator B. Root hosts a discussion of some of his unwritten rules for creating furry content that has the potential to reach a broader audience than just our own community. *Presented by B.Root.*

Mixed-Media Technique With Markers Artist and houseplant enthusiast Amara Telgemeier hosts a workshop on mixed-media techniques, providing a demonstration of her approach with various marker types, and fielding questions for experienced draftsman and curious newcomers. *Presented by Amara "oCe" Telgemeier.*

I Am Inking and *So Can You*! Flat lines? Boring inkwork? Join Mitti (formerly Touch My Badger), creator of *Peachy Keen,* as she takes you on a step-by-step guide to traditional inking techniques. Nib, brush, and pen inking will be gone over, plus an assortment of other tips, tricks, and techniques to make your inking really stand out. *Presented by Mandi Tremblay.*

Art Auction Come bid on your favorite works from the art show! The first part will be for adults only, but the second part will be for all audiences. *Presented by the Further Confusion staff.*

Vectors in Action Egypt Urnash, vector queen and creator of the *Tarot of the Silicon Dawn,* commandeers a projector and demonstrates her fluency with Adobe Illustrator. Attend this workshop and learn how to make Bezier curves sit up and beg. *Presented by Egypt Urnash.*

Big Fish or Big Pond? Gracefully Outgrowing the Fandom A special panel discussion for artists interested in seeking a broader audience for their work, without giving up the fun of drawing cartoon animal people. *Presented by Egypt Urnash.*

Iron Artist Welcome to the return of Iron Artist at Further Confusion 2012. A number of challengers face a competing Iron Artist in a one-time no-holds-barred event where a mystery art instrument is introduced. The artists then have an hour to do their finest work and show our judges whose art uses the media best and still shows their artistic prowess. *Presented by Tricuspa.*

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FURSUIT TRACK

FURSUIT TRACK

Yarn Tails for Canines, Cats, and Other Animals How to construct German-style yarn tails, including instructions on tail construction, as well as tool, material, and yarn selection. Also explained are how to create the natural real-fur look of brushed-out yarn tails and how to mix yarn colors to create new colors or a more natural mixed-color look in the "fur". *Presented by DashingDragon.*

First-Time Fursuiting New to costuming? Get some basic tips and tricks about what it's like to run around in a costume in the furry fandom and out in the community in general. *Presented by Nevermint and Matt Briels.*

Fursuit Round-Table Come and meet costumers both old and new. Share your experiences about all things fursuit-related.

Fursuit Dance Rehearsal and Sign-up Sign up for the Fursuit Dance. *Presented by Charm Husky.*

Fursuit Dance Competition Come and show off your new moves! *Presented by Charmhusky and WhiteyFawks.*

Masquerade Sign-up and Info Come show everyone your new costume! Masquerade information and paperwork for sign-ups will be available, as well as pre-judging for your costume.

Masquerade Set-up and Rehearsal Work through your routine ahead of the actual event. *Required for all masquerade participants.*

Masquerade Have a fursuit? Show it off here! Want to see what everyone's been making over the past year? Come see results of their hard work! Join us for the annual Further Confusion masquerade!

Fursuit Parade Join us for the tradition of the Saturday-afternoon Fursuit Parade, where the costumes come to you! Cheer on our costumers as they wind through the convention to show you, our guests, their fantastic creations! *Presented by IMWeasle and WhiteyFawks.*

Fursuit-Handler Boot Camp This panel will go over the ins and outs of being a fursuit handler for casual and professional environments. Topics include hand signals, dangerous situations and what to look for, and anticipating the needs of the fursuiter, among others. *Presented by Sprout and Weasel.*

Military Costuming Want to utilize military clothing and equipment in your costuming, but not sure how to get it right? Come learn how to tap this costuming resource while remaining respectful to those in the service. *Presented by Robert Patrician.*

Fursuit Construction Intro Learn the basics of creating a fursuit. *Presented by WhiteyFawks and SmackJackal.*

Advanced Construction: Exotic Materials Interested in learning about the safe use and handling of unusual materials for costume construction? Come to this session for an in-depth look at various exotic materials, their uses, and safety concerns for costumers. *Presented by Lance Ikegawa and WhiteyFawks.*

Advanced Design: Converting 2D Into 3D We'll cover techniques to keep your character on model as you go from 2D to 3D. *Presented by Lance Ikegawa and WhiteyFawks.*

Further Confusion: Unleashed! Rehearsal At the first rehearsal for Further Confusion: Unleashed!, work through your act on the stage you actually will be performing on (come Sunday evening) to iron out the kinks and snags ahead of time.

Further Confusion: Unleashed! Dress Rehearsal This pre-show rehearsal for Further Confusion: Unleashed! is *required* for all participants.

Further Confusion: Unleashed! Come join us for an evening of fun variety acts at Further Confusion: Unleashed! Cheer your fellow furs as they present fun skits and whacky performances, and compete for fabulous awards determined by our panel of shiny, freshly-washed judges! Sunday evening! Don't miss it!

Critterlympics Back again, Critterlympics sics costume against costume in a test of skill and endurance! *Presented by Charm Husky.*

Lolita in the Furry Fandom Seeing a lot of frilly dresses showing up at cons? Want to know what it is all about? For those of you who are into Lolita, or curious about Lolita, and want to find out more, this panel is for you! We will go over the dos, don'ts, how tos, and much more! *Presented by Rozga.*

GAMING TRACK

Introduction to Poker Come learn to play several kinds of poker—from Hold-'em to Razz, and maybe even Badugi! *Presented by Cheshire.*

Game Industry Meet and Greet Come down and meet some professionals in the video game industry, and possibly get your own project started! *Presented by FoxB.*

***Marvel Vs. Capcom 3* Tournament** Who'll knock out the competition in this knock-down-drag-out fight to the finish? *Presented by Tamurello.*

Video-Game Trivia How well do you know your video games? Come down and show your stuff! *Presented by Cirotin.*

***Smash Bros. Brawl* Tournament** Come and flail your way to the top of the heap in this chaotic battle of cute cartoony characters. *Presented by Tamurello.*

Poker Tournament: No-Limit Hold-'em How's your poker face? Can you win out over everyone else at the table? *Presented by Cheshire.*

***Pokémon Black/White* Tournament** Description *Presented by Tamurello.*

***Pokémon* Panel** Anything and everything *Pokémon*! *Presented by Scribbles Ayashi.*

***Furoticon* Tournament** Badges will be checked at the door; adults only will be admitted. *Presented by Callista.*

MUSIC TRACK

MUSIC TRACK

Scoring Music for Media A beginner's guide to the basics of scoring music for film. DJ Wolf has worked with several well-known composers in the industry, including Bruce Broughton, Andrew Lockington, and Hans Zimmer. If you're interested in getting into the field of music scoring for various media, this is the place to start. *Presented by DJ Wolf.*

Songwriting This panel will break down the methods of songwriting into the elements that make up many popular songs and teach you the methods of building a song from the ground up. If you ever wondered how to write songs that sound "full", here's where you can learn how! *Presented by Colson Grainger.*

GIBSON 2011

Digital Recording This panel will introduce high-level concepts and the equipment and techniques the beginner needs in order to start producing recordings out of your own home. You don't need a huge budget or fancy equipment to produce audio. Come to this panel to learn how! *Presented by Colson Grainger.*

DJing 101 DJ 101 is an introduction to the live-performing DJ—club, mobile, radio, mix-show, *et cetera.* Because club DJs "perform" tracks, this panel is not to be confused with radio-broadcast DJs and other personalities who *present* music and generally employ different skills. *Presented by Recca Sen Li.*

DJing 201 This panel led by the Legendary DJ Tigon offers attendees a hands-on chance to try out their own DJ skills using a variety of equipment and to gain essential skills needed for today's mainstream DJ circuit. *Presented by DJ Tigon.*

Digital Composition Daskruff and his crew of musicians and composers have put together this unique panel to give you a brief overview of modern digital music composition techniques, including usage of orchestra soundfonts, creating dubstep synths, and composing chiptunes. *Presented by DaSkruff, Grapefruit Bat, Scream Fox, and Nyght Wolf.*

Dancing 101 Phor Dingo is well known for his unique style of dancing and has been seen at many cons showing off his moves. Join him and friends as he teaches beginner-level dancing techniques and the theories of various styles such as Melbourne shuffle, tutting, freestyle, and more. *Presented by Phor Dingo and friends.*

Music Post-Production Be introduced to the fundamentals of audio signal processing and mixing. Learn the secrets behind a great mix, including tips and tricks covering levels, effects, stereo width, and dynamics from start to finish. Kihu is a music-industry technology student at the University of Southern California, a signed electronic music producer and DJ, and an experienced audio engineer. This is a great place to start if you want your music to come together in a great-sounding, polished final product. *Presented by Kihu.*

SCIENCE TRACK

Furry Space Medicine How would low-, high-, or no-gravity conditions affect various species? Which species would best tolerate the mental and physiological stresses of space travel? Other possible topics include natural hibernators for long voyages and critters with shells or exoskeletons for wide variations in *g*-forces. What could be done to help those who had trouble adapting? *Moderated by Otterdoc; presented by Deuce, KurtMRufa, Kepler, Lazarus, and Dreamous Iceling.*

Jumping Germs Species-jumping viruses and bacteria may have had huge impacts on species evolution and history. Did humans living closely with domestic animals such as dogs, cats, cows, and horses acquire modern-day pathogens from their companions? *Moderated by Otterdoc; presented by Lazarus Long, KurtMRufa, Dreamous Iceling, and Spotticus.*

Designing a Multi-species Hospital with possible reference to the *Sector General* series, including *Hospital Station* and *Star Surgeon,* by James White. *Moderated by Rathacat; presented by Otterdoc, Dreamous Iceling, KurtMRufa, Lazarus, Spottacus, and Kepler.*

Mind Uploading Being a furry—or anything else—in a virtual world. Also discussed is virtual reality via neural interface. *Presented by Deuce.*

Animal Physiology, Anatomy, and Behavior This session presents a multi-species review of what goes on inside animals and aspects of behavior influenced by animal anatomy and physiology. *Presented by Otterdoc and Sean Castro.*

Animal Physiology, Anatomy, Behavior, and Reproduction Don't miss this follow-up on our session on physiology, anatomy, and behavior! In part two, we'll cover the birds and the bees: why animals do the things they do and the physiological reasons for it. Due to the nature of the content presented in this session, it is open to adults only. *Presented by Otterdoc and Sean Castro.*

Simple Changes for a Healthier You *Presented by Orion Supergan.*

Emulating Animal Personalities in Cyberspace *Presented by Gerald Nordley.*

Ceres, Our Newest "Dwarf" Planet Almost forgotten in the controversial "demotion" of Pluto was the upgrade of the first minor planet, Ceres. Significantly different than the rest of the asteroids, Ceres appears to be fully differentiated, with an ice layer that could provide the water needed to settle the asteroid belt. Will Ceres be the focus of a water-rush in the mid-twenty-first century? *Presented by Gerry Nordley.*

Live Animal Event Show, opportunity to draw animals, audience interaction with animals. *Presented by Spottacus.*

Alternate Energy: Fusion *Presented by Deuce.*

So You Have a New Puppy or Kitten! You just got a new puppy or kitten? Come learn what to look for and how best to care for your new best friend to help ensure a happy, healthy, and long life.

First-Aid Training Occasionally we all find ourselves in need of a helping hand when hurt. Come learn about the basics of first aid on the human animal.

Animal First-Aid Training Sometimes accidents happen to our best friends, who can't perform first aid on themselves. Come learn about the concerns and considerations specific to first aid for animals.

FurCon
2012

SOCIAL TRACK

SOCIAL TRACK

Improv'-ing Yourself! Looking for ways to break the ice, or just sharpen your wit? Let an old hand at improvisation teach you the basics, and join in with exercises and improv games! *Presented by Prismo.*

Opening Ceremony Welcome attendees to FC. Introduction of the guests. *Presented by the Further Confusion executive committee.*

Meow Mixer Get your groove on immediately after opening ceremonies! Reconnect with old friends while making some new ones on the dance floor! *Mix it up*! *Presented by Tigon.*

Iron Artist Contest Demonstrate your artistic talents with mystery ingredients from our furry judge panel.

The 2 and Kage Show Join us for two hours of no-holds-barred exchanges between 2 and Kage. *Presented by 2 and Kage.*

Matthew Ebel Concert Come see our guest of honor's live performance right here at Further Confusion 2012. *Presented by Matthew Ebel.*

Friday Dance Dance the night away. *Presented by Tigon.*

Open Mic Show off your singing voice. *Presented by the Further Confusion staff.*

Tai-chi Healthy body, healthy mind. Join us for an hour of non-impact workout through Tai-chi. *Presented by Kannik.*

Premiere of *Bitter Lake* Please join us for the west-coast premiere of *Bitter Lake*. *Presented by EZwolf Movie, producers of* Bitter Lake.

Desserts to Die for Join us for a chance to mingle with fellow attendees and some great desserts! *Presented by the Further Confusion staff.*

Furocity With an electro/house/club option down the street, we've elected to edge a bit harder. Some of the fandom's best DJs take you on a journey from dubstep on up through hard dance and hardstyle, drum and bass, and hardcore. Raverfurs, get your fix of 140+ BPM beats here. Fursuiters welcomed but cautioned: dancing to elevated tempos can cause overheating. Practice Safe Suiting, *stay cool* and hydrated. *Presented by Tigon.*

Saturday Dance 2 Dance the night away. *Presented by the Further Confusion staff.*

Furry *Karaoke* Join us for a night of *karaoke*—on the house. *Presented by Kor Karaoke.*

Animal House Sunday night comes at you with the finest DJs the furry fandom has to offer playing the best in house, progressive, and trance music! Suit if you want, just come and rock out if you don't. The beat, the lights, the bass . . . come celebrate the power of the music! *Presented by Tigon.*

Sunday Dance 2 Dance the night away. *Presented by Tigon.*

Dead-Dog Dance A chance to relax after a hard-rocking weekend. *Presented by Tigon.*

Furry Basketball Association Come meet the creative furs behind the Furry Basketball Association and learn how you can participate in the biggest furry sports project in the fandom!

Become Your Avatar Enjoy the relaxing meditative experience of stepping into your character using guided imagery for positive self-improvement. *Presented by The Hypnotic Beast.*

Improv Dojo: Beginning Stage What if improv is about creating moments instead of presenting jokes in rapid fire? You're invited to step inside the dojo, relax, and play with all that we know about life. Anyone is welcome to imagine. *Presented by passLion.*

Improv Dojo: Intermediate Long-form Improv Imagine there's no "happily ever after", but multiple prequels and sequels. In this panel, we'll explore the magic of time in improv theater and create fascinating stories in a form of improv call "montage". *Presented by passLion.*

***FraddasCast* Podcast** Join three completely random furs for an evening full of random discussions and strange facts that will do nothing to help you through life *except* supply you with laughter and entertainment. Be sure to come prepared with questions, random topics we can cover, and healthy laughter! *Presented by Fraddas, Uriko, and Fido.*

Shaolin Kung Fu: Wu Bu Quan Get a taste of the ancient Chinese tradition and learn the set oft seen in the training montages of movies! Wu Bu Quan (Five-Step Fist) teaches the foundational stances and flow of Shaolin kung fu. No experience necessary, be prepared to exercise! Fursuits with good range of *Presented by Kannik.*

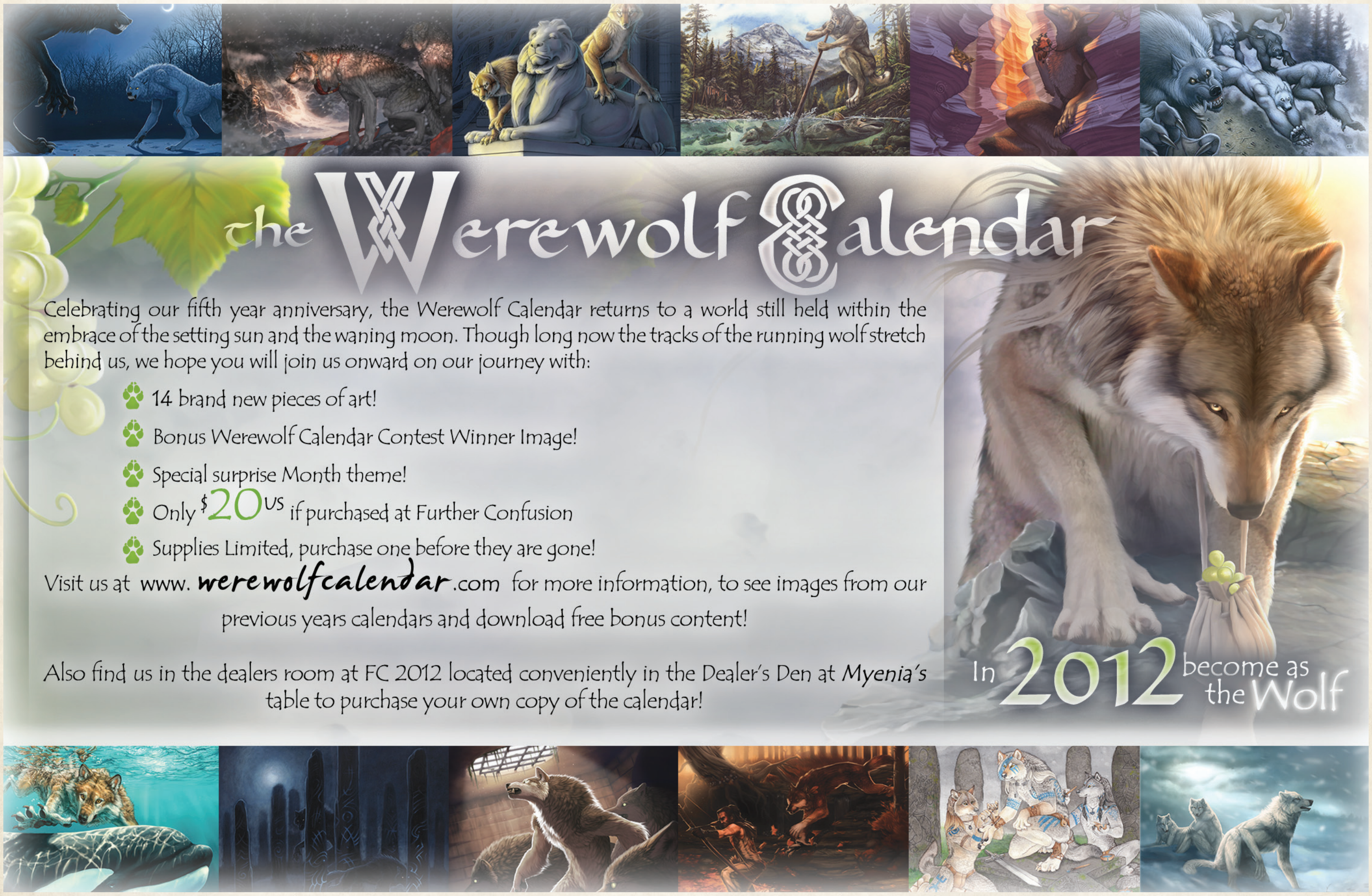
Tai-chi: Saturday Come and experience the peace of mind that comes through the practice of Tai-chi. No experience necessary, come and learn the basics with us! Fursuits welcome. *Presented by Kannik.*

Tai-chi: Sunday Come and experience the peace of mind that comes through the practice of Tai-chi. No experience necessary, come and learn the basics with us! Fursuits welcome. *Presented by Kannik.*

Stage Fighting! Learn how to safely beat upon your friends, on-stage! We will be covering basic fight choreography, techniques, and safety, including a chance to practice and create your own fight sequence. Fursuits with good visibility, stable feet and good range of motion are welcome. *Presented by Kannic and Reveille.*

How to Run a Kick-Ass Panel There are a few things we sometimes overlook when we run a panel. This event is intended to help new folks and those who might like a refresher on why you're running a panel for others and how to engage them further, and therefore be kick-ass. Time permitting, personal assistance will be offered.

Ways to Have a Room Social So you've spent a fortune for a room and feel like opening up it to meet others for a social gathering. What can you do to minimize your libailities and still have a good time?


the Werewolf Calendar

Celebrating our fifth year anniversary, the Werewolf Calendar returns to a world still held within the embrace of the setting sun and the waning moon. Though long now the tracks of the running wolf stretch behind us, we hope you will join us onward on our journey with:

- 14 brand new pieces of art!
- Bonus Werewolf Calendar Contest Winner Image!
- Special surprise Month theme!
- Only \$20 US if purchased at Further Confusion
- Supplies Limited, purchase one before they are gone!

Visit us at www.werewolfcalendar.com for more information, to see images from our previous years calendars and download free bonus content!

Also find us in the dealers room at FC 2012 located conveniently in the Dealer's Den at *Myenia's* table to purchase your own copy of the calendar!

In 2012 become as the Wolf

SPECIES TRACK

SPECIES TRACK

Fox Panel Eared, fennec, or just plain ol' red, this is the panel for those who appreciate all things vulpine, both in the real world and in fiction. Come meet with other fox-lovers and discuss what makes the little brushtails so interesting! *Presented by KensterFox.*

Dragon Panel Come to this all-ages panel to meet other dragons in the furry community and to talk about dragons, not only in the furry community but in other cultures around the world. *Presented by Kiteless Dragon, with guest Norenxaq.*

Adult Dragon Panel This adults-only panel explores dragon sexuality from the vanilla to the extreme, expressed through adult artwork as well as an open, direct, and humorous discussion. Badges will be checked at the door; adults only will be admitted. *Presented by Kiteless Dragon.*

Mustelids Weasel your way into this panel all about mustelids. Feel free to speak up and share whatever you wish, just don't badger the host too much! Hopefully we can ferret out some useful information. You otter be there! *Presented by I.M. Weasel.*

Hybrids It's back for another year! The hybrid panel is calling all mixed species from winged wolves to the lobstermoose! If you're considered a hybrid of any type, come join us for the fun! *Presented by Riddlebox.*

Raccoons A round-table discussion for ring-tails and maskfaces and the like to meet up and share stories and art. Swag will be for grabs. *Presented by Kalu.*

Scalies Are you a terrapin, snake, dinosaur, monitor, gator, croc, or any other scaley? Feel a bit alienated to be grouped with dragons? Bring your rough scales and any artwork you want to show off. It's a perfect place to meet others of your class or species. All are welcome—yes, even dragons. *Presented by Saigon.*

Rodents Come discuss your favorite species with your fellow rodents. Share lore and trivia with other gnawers. *Presented by Nicodemus Rat.*

Avians Feathered follies can learn about and discuss our ornis friends. *Presented by Hyena Girl.*

Canines Loyal. Trustworthy. Mischievous. Cunning. Tricky canines are a wonderfully diverse crowd! Join in the discussion of why we like all things canine so very much! *Presented by Zoren Manray.*

Marine Mammals Where would you be without the vast array of life that plays in the sea? All of you aquatic critters, from whales and fish to otters and penguins, come enjoy a fun chat. *Presented by Frosty Orca.*

Felines From those of us with a kitten or a tiger inside, to those of us who love the versatile characters the feline family can provide, come learn about how to distinguish between types, learn how to represent cat-speak in writing, and ask those questions you've always wondered about. *Presented by Lycan the Leopard.*

Bunnies From ancient mythology to modern housepet, the rabbit has inspired us, taught us, and has been a common character in anthropomorphic art. Come hear about rabbits and visit with the bunnies who will be here for petting and photographs. *Presented by Fireline Coyote.*

What in Taurnation?! 'Taurs are awesome! Centaurs, foxtaurs, okapitaurs, or whatever else, we like them! Come join us in celebration of the merits and discussion of the problems of having four (or more) on the floor. Bring your artwork and figurines to show off! *Presented by Aatheus.*

My Little Pony Friendship Is Magic Discussion and presentation on the new *My Little Pony* series. "Bronies", "pegasisters", and everyone else are welcome to attend! *Presented by Tim Kangaroo.*

Wolves Are you a wolf or do you just like them? Come talk about it. Just . . . no howling, it disturbs the peace. *Presented by DJ Wolf.*

Equines All are welcome to this open group discussion for equine species—just wipe off your hooves at the door. *Presented by Palomino Pony.*

SPIRITUALITY TRACK

Totemism 101 Join us for an introduction to neopagan totemism and an interactive discussion on totemism and spirit animals. We will also attempt to tackle the oft-asked question: "How do I find my totem animal?" *Presented by Runner.*

Totemism 201 A round-table discussion on several advanced techniques for working with totem animals and spirit guides. Be prepared to share your own personal and spiritual experiences with others. *Presented by Runner and Aant.*

Furry Identities in the Bible Ever heard of God acting like a chicken? How about donkeys that can talk? Gryphons who walk upright like people? Come explore with us a few of the many anthropomorphic references in Scripture. *Presented by Aant and Runner.*

WRITING TRACK

Writing in Furry Fandom Getting started with anthropomorphic writing. *Presented by Mel White.*

Learning to Love Editing Editing can be tough. We have some tips to make it more fun and productive. *Presented by Ryan Campbell, Kyle Gold, Watts Martin, and Rikoshi.*

Eye of Argon Join us for a midnight classic of sci-fi and furry conventions the world over, a round-table reading of the *Eye of Argon*! How long can you read before you can't read any more? Come find out!

Further Adventures of Furry Writing Another hour of discussion with Mel White on writing in furry fandom. *Presented by Mel White.*

Anthropomorphic Writing Welcome to the writing panel with our writing guest of honor, E. E. Knight. *Presented by E. E. Knight.*

Read Well to Write Well A closer look at how reading skills affects one's writing. *Presented by Ryan Campbell, Kyell Gold, Watts Martin, and Rikoshi.*

***Unsheathed* Podcast** Join us for an hour of fun-filled podcast. Badges will be checked at the door; adults only will be admitted. *Presented by Kyle Gold, KM Hirosaki, and Kit Silver.*

Third Adventure of Furry Writing Another hour of discussion with Mel White on writing in furry fandom. *Presented by Mel White.*

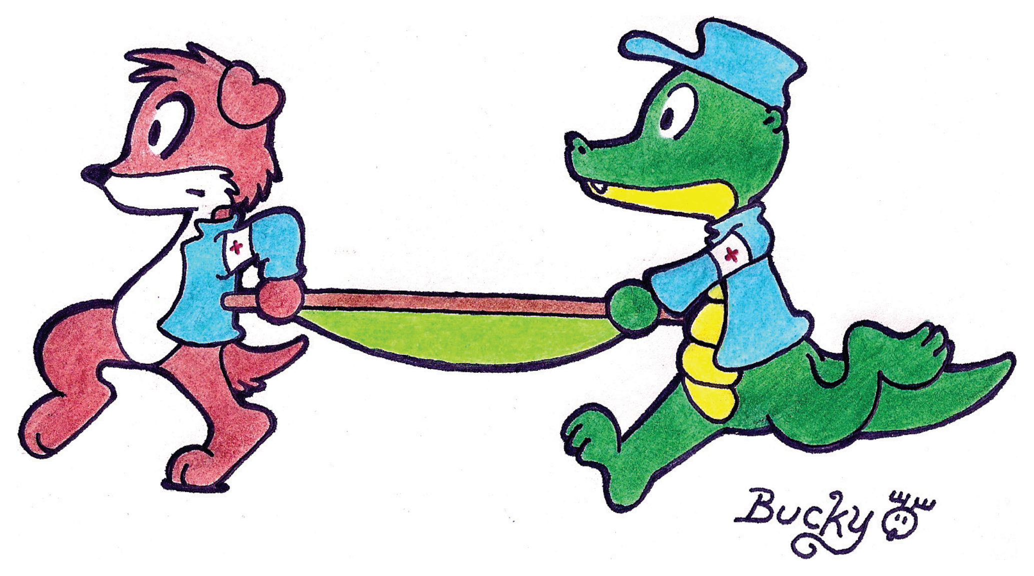
Screenwriting How to write scripts, including tips and tricks on writing for a different kind of target audience. *Presented by Scribbles Ayashi.*

How to Be a Writer How to transform a hobby into a profession. *Presented by Ryan Campbell, Kyle Gold, Watts Martin, and Rikoshi.*

Adult Furry Fiction Two hours of in-depth discussion on furry fiction. Badges will be checked at the door; adults only will be admitted. *Presented by Kyle Gold, KM Hirosake, and Not Tube.*

A Reading by Mary E. Lowd Mary will read a preview of *Otters in Space 2* and let the audience vote on which of her furry sci-fi/fantasy short stories she should read as a follow-up. *Presented by Mary E. Lowd.*

Voice-Acting Workshop See what it's like to be a voice actor in this hands-on panel where we'll record lines from a prepared script. *Presented by Buck Hopper.*



FURTHER CONFUSION 2012 STAFF

AAE BOARD

Laura Cherry • Squirrel
Brent Edwards • Chip Unicorn
Jeff Ferris
Lee Strom • Chairo

AAE

Finance	Laura Cherry	Squirrel
Media	Lee Storm	Chairo
Media 2nd	William Clark	Bur
Representative	Laura Cherry	Squirrel

BUSINESS

Art Show

Lead	Chris Cogdon	Ch'marr
Lead 2nd	Lara Wells	Lara
Staff	Daniel Llamas	Growly
Staff	Lara Wells	
Staff	Paul McNutt	Pokey

Con Store Lead	Brent Edwards	Chip Unicorn

Dealer's Room

Lead	Karl Maurer	Jethric
Lead 2nd	Miyagami Noriko	Ayukawataur
Staff		Minerva McGregor
Admin. Assistant	Jo Maurer	Mhari Lindhaven

Furry Marketplace

Lead	Patrick Kingsley	Whyaylooh
Lead 2nd	Robert Miles	Dirty Old Gamer

HR		Sasho Windfeather

Registration

Lead	Jennifer Lang	Gwenhwyfar
Staff	Lauren Kelsey	Latte
Staff	Rose Wilson	Kasia Sundreamer
Staff	Wesley Moy	Deiailis

EXECUTIVE STAFF

Chairman	Chris Bartlett	Bos'n
Vice Chair	Sean Wally	SmackJackal
AV Director		Cheetah
AV Director (2nd)	Kathy Boelter	Reba Lioness
Business Director		Saelyc
Business Director (2nd)	Laura Cherry	Squirrel
GOH Liaison	Jason Thomas	Loran
Hotel Liaison		Tycho
Hotel Liaison (2nd)	Robert Toland	Minion
Hotel Liaison (3rd)		Sasho Windfeather
IT Director	Dan Mahoney	Gushi
IT Director (2nd)	Vince Cardinale	Berg Polarbear
Marketing Director	Paul Martin	Puppers
Marketing Dir. (2nd)	Jeremy Doran	Frysco
Operations Director	Jovelyn Rogan	Holiday
Operations (3rd)	David Dowdle	Spuds
Programming Director	Jason Howard	Kiteless
Programming Dir. (2nd)	Jerry Tien	Silene

HOTEL

Staff	Michelle Ames	
Staff	Julie Barman	Ladycrim

IT

Postmaster	Jeremy Doran	Frysco
Webmaster Lead (technical/content)	Jeremy Doran	Frysco
IT Technician	Nick Retallack	Kalu Furret

Internet Lounge

Lead	Dasha Clancey	Tigris Euphrates
Staff	Jeffrey Ferris	Tanan

MARKETING

Con-Book Lead	Dave Bryant	Tom Clowder
Pocket-Program Lead	Dave Bryant	Tom Clowder
Furly Edition	Al Megas	U Klafur
Internet Publicity	Jeremy Doran	Frysco
Staff Artist	Jason Sander	Krahnos
Staff Artist	Erin "Narumi" Prince	Naryu

CONTRIBUTING ARTISTS

Art for key cards	Adam Wan	furaffinity.net/user/zaush
Furly artwork, art for stethoscope	Kitsumi	kitsumi.net
Art for T-shirt, binder, and pocket program	Blotch	furaffinity.net/user/blotch
Art for Web site, signs, lapel, sticker	Naryu	naryu.deviantart.com
Web-site lay-out; decoration art, art for cover, laser pointer, & pen	Krahnos	furaffinity.net/user/krahnos
Decoration art, flier art, advertisement art	Rozga	furaffinity.net/user/rozga
Banner art, icon art, sponsor-print artwork	Danny	furaffinity.net/user/dwalker
Art for fursuit tag, dog tag, pocket program, and water bottle	Tixen Twixntween	furaffinity.net/user/blacktigerfox
Art for business card, decoration art	Quirk	blue-dragon22.deviantart.com

FURTHER CONFUSION 2012 STAFF

EVENTS

Art Track

Lead	Brian Root	Astolpho
2nd	Jennafer Root	Starveling

Creator's Lounge

Lead	Ashley Griego	5p1ic3
Lead 2nd	Marlene Preclaro	Mar
Staff	John Dela Cuadra	Kendoro Deljo
Staff	Jaclyn Durante	Jai
Staff	Michael Hamilton	Dervacor
Staff	Dominic De La Cruz	Felix

Further Confusion: Unleashed!

Lead	Jessica McCarthy	Sprout
Lead 2nd	William McDonald.	Humble Wolf
Stage/Contributing Staff	Heather Welle	Froggie
Writer/Contrib. Staff	Corey Vallejo	Spectrum Fox

Fursuit Parade Lead	Keith Jones	IM Weasel

Fursuit Track Lead	Steven Scharf.	Whitey Fawks

Gaming Track Lead	Brian Wilson	Cheshire Bunny

Electronic Gaming 2nd	Nathan Biondi	Tamurello Ocello

Masquerade Lead	Gregory Lin	Groggy

Music Track

Lead	David McClure Johnson	DJ Wolf
Lead 2nd	Zack Levy	Yipes Zebra

Picnic/Campout Lead	Gregory Lin	Groggy

Science Track Lead	Clare L. Bell.	Rathacat

Social Track Dance Coordinator	Scott McCune	Tigon

Species Track Lead		Garage Crew

Spirituality Track Lead	Jeff Christner	Runner

Fursuit Dance Competition

Lead	Howard Hosokawa	Charm Husky

OPERATIONS

AV/Tech

Stagecraft Lead 2nd	David Dowdle.	Spuds
Stagecraft Lead 3rd.	Kathy Boelter	Reba Lioness
Meeting Room Lead.	Paul Rich.	
Staff: Production Lead	Ed Holohan.	Nius
Staff: Video Production	Ashley Holohan	Zannah
Staff: Video Production	Kate Bankson	Lanna
Staff: Video Production	Steve Vaningan	Vanst
Stagecraft Staff	Aaron Williams.	Ryu Raccoon
Stagecraft Staff	Scott Brainard.	Nrasser
Stagecraft Staff		Frosty Orca
Stagecraft Staff		FoxLord
Stagecraft Staff	Boris Charlton	Growun Uno
Stagecraft Staff	Aaron Goulding	Inaki
Stagecraft Staff	Albert C. Baker III	Chien D'Arren D'Or

Con Operations

Lead	Marshall Clevesy	
Lead 2nd	Jim Opocensky	Palomino Pony
Staff	Kathlene Barton	VakarianPride
Staff	Clayton Bussiere	Base_Progression
Staff	Scott Bartlett.	Owl
Staff	David Clausen	
Staff	Glenn Garces.	Glembe
Staff	Evan Toebe	Spacewolf
Staff	Joe Silvestro	Blue Mountain Fox
Staff	Geoff Turner	Foxfurry

Hospitality Lead	Elizabeth O'Shea	Lizard

Info Desk Lead	Linda VonBraskat-Crowe.	Mz. Kitty

Logistics

Lead		Steeleheart Buran
2nd	Ryan Renard	Das Bear
3rd	Kenneth Coane	Fennecus Kitsune
Staff	Christopher Tran	Kona Pfluser
Staff	Michael Ly	Mike A.P. Skyes
Staff	Brice McVay.	Kiddie
Staff	Reilly Grant	Reilly
Staff	Christopher Bartholomew	Bart
Staff	Tracey Simmons	Kai
Staff	Andrew Bishop	Atamisk
Staff	Kevin Pellor	Enkai
Staff	Christopher Westland.	Rioku
Staff	Phillip Parkinson.	Tygrahof
Driver		Gunner Scott
Driver 2nd	John Merris-Mich?	Zoren

Official Photography

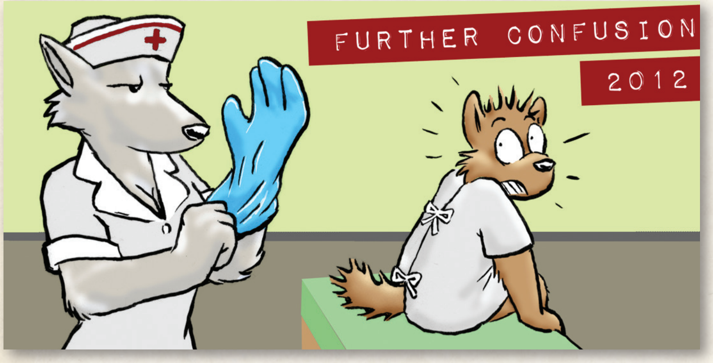
Lead		Kyreeth
Official Photographer 2nd	Andy Oxenreider	Warp
Official Photographer 3rd	Steve Russell.	Archai

Security	FLARE	

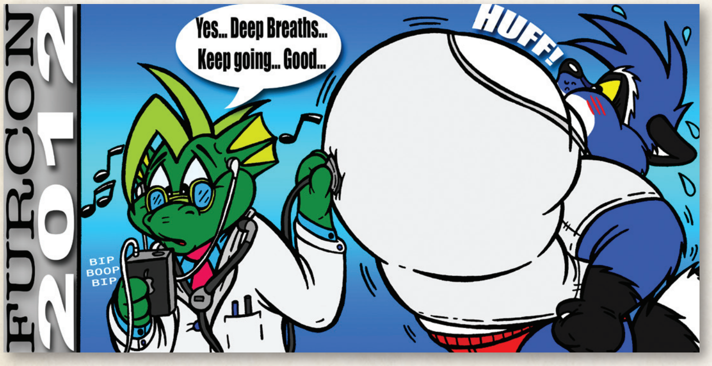
Volunteers

Lead	Mark Hopper.	Nikkievix
Lead 3rd.	Steph Monsor	Stromy Kittyhawk

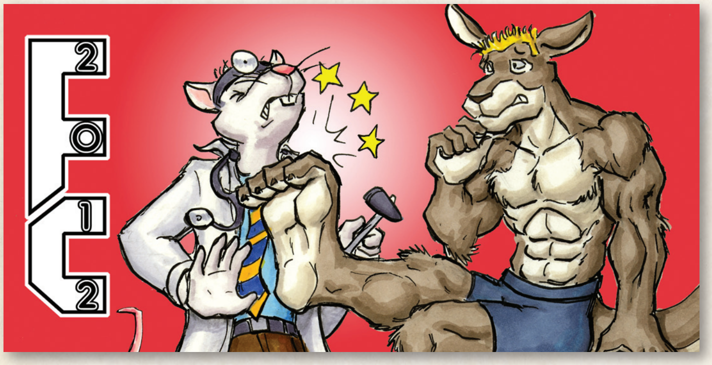
BADGE-ART SHOWCASE


FURTHER CONFUSION
2012

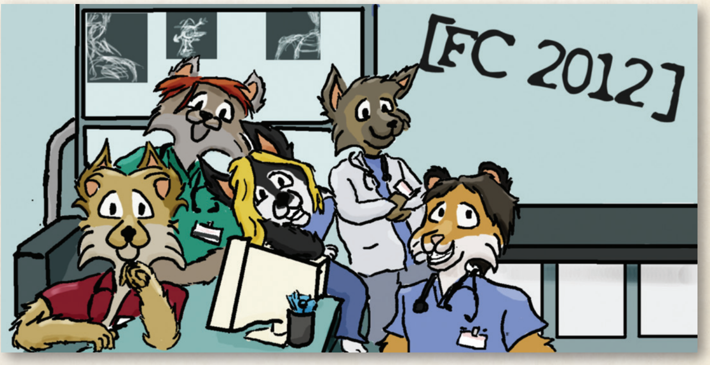
Jimmy Chin


FURCON 2012
Yes... Deep Breaths... Keep going... Good...
HUFF!
BIP BOOP BIP

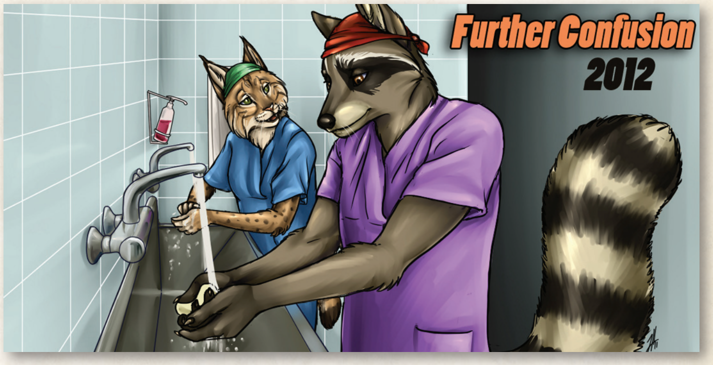
Rubbertex Raccoon
furaffinity.net/user/rubbertexraccoon



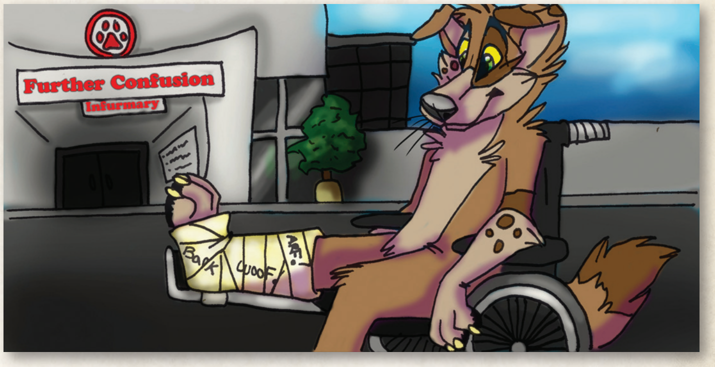
Vince Suzukawa **cwcomics.com**



Mike Folf **valleydogcomic.com**


Further Confusion
2012

Sidian **sidian.net**


Further Confusion
Infirmary
Bark
Woof
Arf

Syber **azul.coyote@gmail.com**

Findra was born on January 8, 1967.

He came to the United States in 2000, shortly after finishing his PhD in Signal Analysis and Pattern Recognition from Loughborough University, to seek a new path in his career and worked in the IT industry for years. He had already had a love for things furry and first moved in with another furry at the time. From there, he started a career doing programming and moved up in the ranks until he reached the level of lead programmer at what would be his final job.

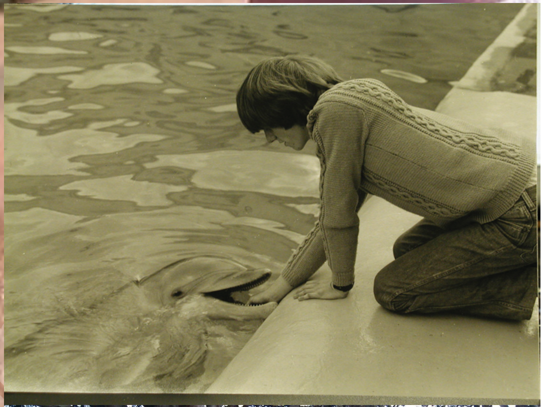
The first year he was on Further Confusion staff was 2002, where he was secretary. From there, he worked a variety of positions and was co-chair in 2009. Findra worked on a number of projects as well for Further Confusion, helping to work on the Code of Conduct, working with the new registration system and other things that helped make Further Confusion run.

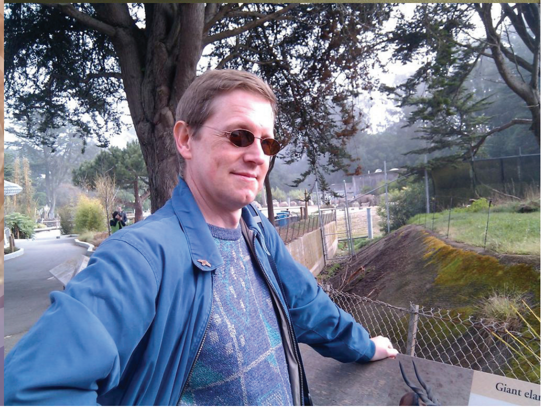
Findra was also an accomplished pilot and had ranked thousands of hours flying a small airplane. He was hoping one day to earn enough experience to become a flying instructor.

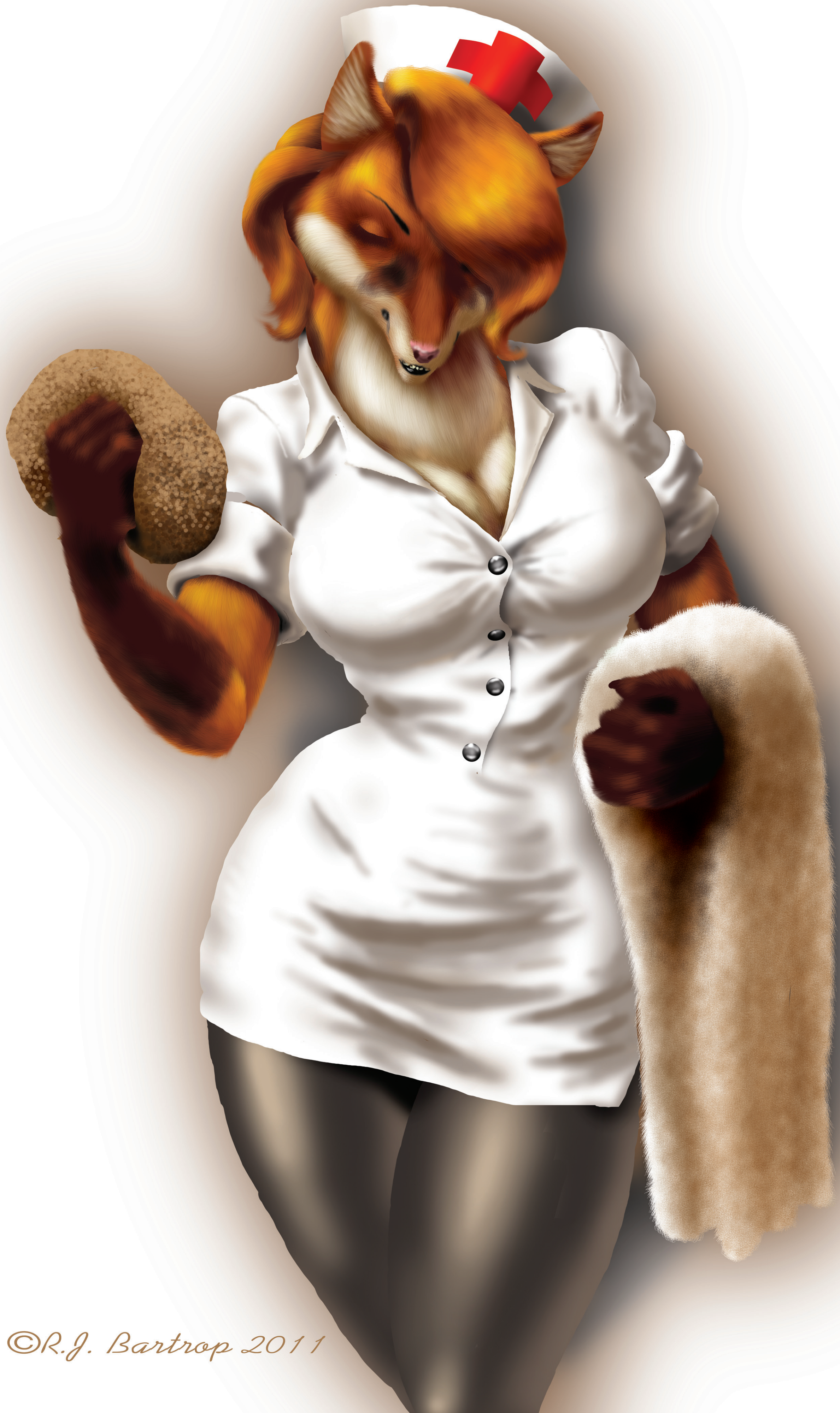
When the Toons, Furrs and Fluff server went down, Findra, along with some good friends, decided to create a new MUCK named SpinDizzy, providing it hosting from his own home for several years. There he was central to the community, providing a direction and consistency to SpinDizzy which has helped it to flourish and grow during a time when most MUCKs are in decline.

Finally, there was always a kindness in him that was impossible to miss. He was always willing to help all who needed it, and he touched uncountable numbers of lives in a profound way.

Good bye our friend.







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MISTAKEN IDENTITY

BY BRADLEY COHEN

It was dark outside during the aftermath of a party. An arctic fox named Harold was riding home from the party with his best friend, a Siberian husky named David. Both of them were calm while they discussed what had happened there. “You know, parties like that should come around more often,” said David. “Think about it. Friends, music, people doing stupid things. That’s what it’s about.”

“Actually, I thought it was about getting together and seeing who’s more popular. Maybe even bob for apples if people still do that.”

“No, I think that was popular some twenty years ago. It’s not that exciting anymore.” David noticed an oncoming car driving recklessly. He honked his horn and shouted, “Get out of my way!”

It didn’t work. Both cars collided head-on, leaving David unconscious and Harold disoriented. He climbed out of the wreckage, failing to keep his balance. Another driver heard the accident and called for an ambulance.

A few minutes later the paramedics arrived. Harold was still dizzy, but he could hear the sirens. He rested on the ground, breathing heavily and staying clear of the road. A paramedic noticed him and asked if he was all right.

“Yeah, but dizzy,” he responded.

“Can you stand up, sir?” asked the paramedic. Harold tried to get on his footpaws but couldn’t. He was promptly loaded into an ambulance unaware of his friend’s fate.

Harold woke up in a hospital bed. It was daylight, indicating that he had slept through the night. He called out to a passing nurse. An old St. Bernard dog came into the room. “Hello, Mr. . . .” he asked while waiting for his name. “Harold. Harold Larson.”

“Well, Mr. Larson, you are a lucky fox. My name is Leonard Prosky. I will be your nurse during your stay.” He said in a slow, somewhat low voice. “Do you remember what happened last night?”

“Well, Mr. Prosky, all I remember is feeling really dizzy. I tried to get off the road. A paramedic loaded me on to an ambulance and after that I passed out.”

“So this was a car accident, I heard?”

“Yes. David and I were coming home from a party . . .” He paused and gasped. “David! Is he all right?”

“Was he the one you were in the car with?”

“Yes. Have you seen him? He’s a Siberian husky with grey fur and a white belly.”

“I did hear about a husky being involved. Two of them if I remember correctly. Both of them were somewhere in their mid-twenties. You said one of them was David? I’ll see if he is available for visiting.” Mr. Prosky left the room.

Harold tried to remember what he saw that night. There was a fast-moving car and a sudden force throwing his head forward, bouncing it off the airbag and hitting it on the headrest. He could see very little detail in the wreckage. Only two cars and an unconscious body. As time passed he became more worried about David. Mr. Prosky showed up again. “You friend is ready for you. Can you walk?” He asked.

Harold got out of his bed. He put his footpaws on the ground and stood up. He followed Mr. Prosky down the halls of the hospital complex. When they reached the room Harold nervously headed in. The image in his eyes brought total shock too him. His best friend was in an intensive-care unit. “I’m sorry you had to see this.” Said Mr. Prosky. Harold slowly walked toward the unit, looking deeply at his motionless friend. The beeping of the heart monitor was slow and steady. It was clear that he was in a coma.

“Is there anything you want to say to him?” Asked Mr. Prosky.

“No, he wouldn’t be able to hear me.”

“Then we shouldn’t bother him. I’ll take you back to your room.”

Harold got back to his room and laid on the bed. He watched television to help the time pass. It wasn’t nearly as exciting as the party. He remembered the loud music and attractive women, but most of all he remembered his friend.

The next day he got a sad announcement from Mr. Prosky. “I’m afraid there is little we can do to save your friend. Would you like to see him?”

“Yes. I want to see him”

They returned the room so Harold could see him again. A few tears came out his eyes as he slowly gazed at the motionless body. Another doctor came in. “Here we go. This is Martin Collins.” He said.

Harold was confused. “Martin Collins? I thought this was David Leroy.”

“There was a mix up. We thought this was Mr. Leroy, but it’s not.”

“Then where is Mr. Leroy?”

“He’s in room B12. Come on. I’ll take you there.”

When they arrived at the room they could see David watching television. Harold walked up to him and asked if he was all right. “It was just a concussion. I still remember you, Harold.”

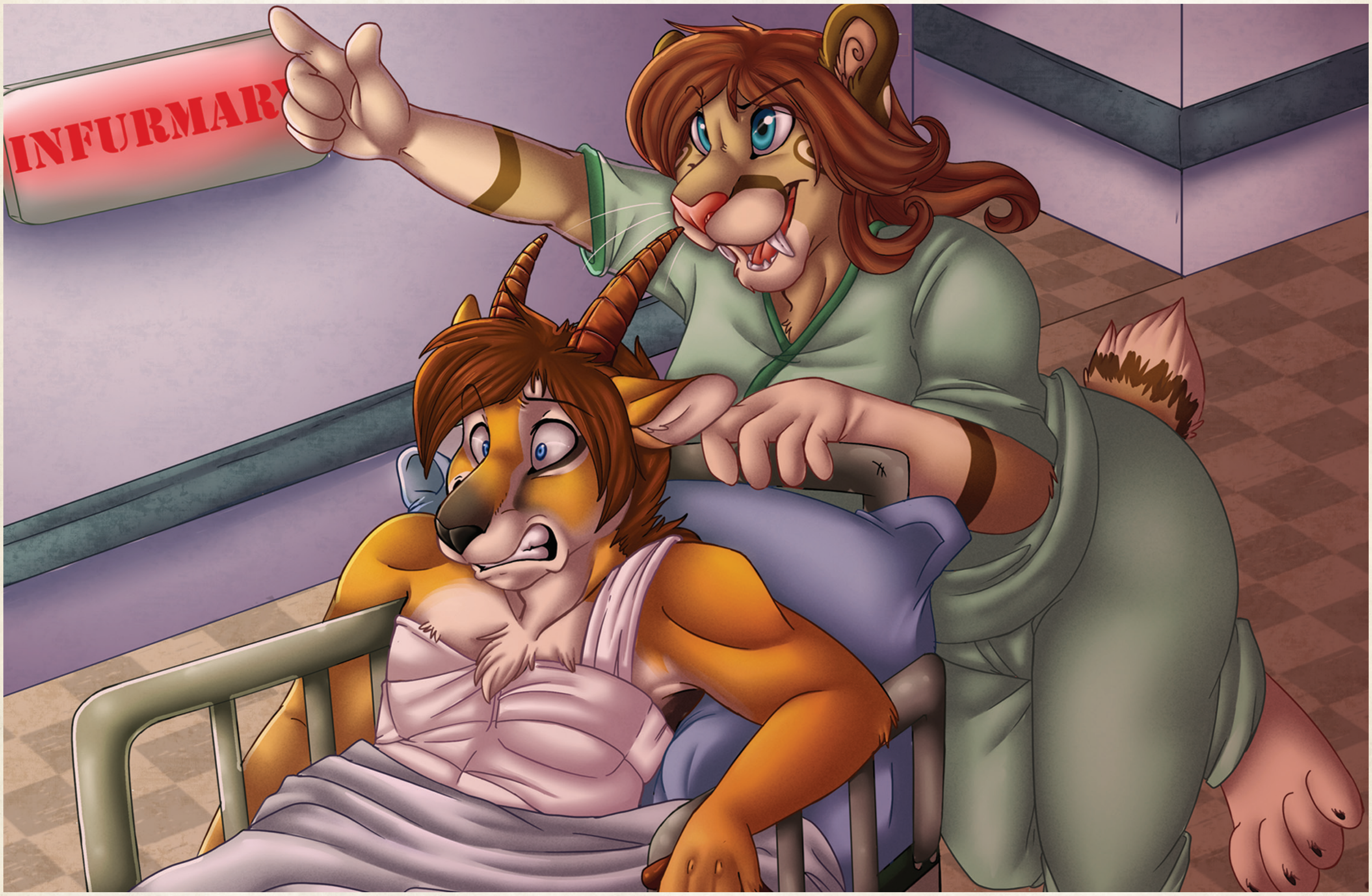
“I thought you were a goner. Someone who looks just like you got mixed up.”

“It was Collins.” Said the doctor. “He was driving under the influence and ended up in the accident with you.”

“Well at least everything is all right for you and your friend.” Said Mr. Prosky.

“That was quite a shock to you, wasn’t it?” asked David.

“Yes, it was,” answered Harold. “But I’m glad that it wasn’t intended. Once you heal up we can both go home.”



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TO PRESERVE LIFE

BY BILL "HAFOC" ROGERS

I EXIST TO SAVE YOUR LIFE. Called into being, I don't know how, by the needs of the staff and patients of the hospital, I don't seem to have any real physical form at all. Why, then, should you want to see my face? How can it possibly matter? Why won't you stop asking me about it?

Besides, I can make myself seem to be almost anything. I assume forms that blend in. My favorite is that of an "undocumented" coyote working for slave wages, cash under the table. Nobody wants to see illegal immigrants working cheap, so they don't. It's as good as being invisible, and a lot easier.

But at other times I might be the insurance clerk, the plumber, the technician working on the shining life support machines that are tributes to me from my most ardent worshipers, or even the machines themselves. Sometimes I am nothing but a feeling in the air or a hint of shadow where the wall meets the floor, only visible to wolves and the other wilder bloodlines of people.

Whatever I am, I am only a bit of the background. I am barely noticed and soon forgotten.

But whether or not you see me, I am always there. I have no choice. For my enemy the Reaper is always there too.

He is not the hooded skeleton with a scythe of your folklore. He is, rather, a handsome stallion. He dresses in the modest brown robes of a Priest of the Martyr. He is delicately boned and pale, so pale that the faint blue of his eyes seems shockingly vivid by contrast.

He can be terrible in his wrath. But he is at his most dangerous when he becomes quiet and seductive.

On this ordinary Tuesday I first met him in the emergency room. There is a chair in the corner, as in all such places, where nobody wants to sit. That is his chair. Can you feel him there, watching you?

The motorcyclist on the cold steel table was unconscious, broken, and nearly gone. But the doctors and nurses swarmed over him, transfusing blood, supplying oxygen, stabilizing his broken neck, splinting and bandaging paralyzed limbs.

I watched the Reaper. He watched me. But there was no reason for us to fight here. The biker was young and strong, and the staff were skilled and dedicated to Me. There was no question that he would go on living this day, and for a long time after.

The Reaper nodded to me, rose, and went elsewhere. But he would come back. He always does.

At 11:32 the PA paged "Doctor Hart to Intensive Care. Doctor Hart to Intensive Care."

I was there before the crash cart. The Reaper reached for the still form on the bed; a bear, this one, father of a family. His heart was ravaged by years of stress, bad diet, and a desk job.

"No! You will not have him!" I screamed, hurling powerful spells of needles, electricity, and steel against the pale horse.

He staggered, but rose again. "You cannot deny me."

But I had delayed him, and that was enough. The interns were here, charging the shock paddles. I reached into the patient's chest with one hand and poured a little of my will into his heart. I hurled another spell at the Reaper with my other.

The Reaper staggered back, frustrated. "You can't deny me forever!"

"Not yet. But my worshippers are brilliant and cunning. Every day they create better machines and more powerful drugs. Someday, Reaper, they'll banish you from these halls forever!"

"Why? Why fight me so? Why keep bodies alive as nothing more than—" But jumped back as electricity shocked the bear's heart. The ravaged muscle clenched and stuttered, then settled down into a steady pulse. With a snarl, the pale horse faded away yet again.

3:03 PM. The wolf in the bed was almost hidden by the tubes and wires. He had diabetes, pneumonia, and cancer, but his worst disease was the one that comes for them all in the end. He was old, so very old.

The Reaper struggled to reach him, striking at me with ice, wind, and fire. I fought back with oxygen and the holy waters of saline, glucose, and antibiotics.

We had been fighting for over an hour. The nurse and intern couldn't even see us as we fought around, over, and through them.

"He was a poet," the intern said, looking down at the wolf's drawn face and closed eyes.

"I didn't think you liked poetry."

"I don't, but he made a lot of money at it. That's an achievement to be admired!"

I parried a blow from the Reaper. But suddenly a blast of heat and wind struck me from behind and knocked me aside.

The old wolf had awakened and had struck me from behind! Tears in his eyes, a trembling smile on his lips, he reached out with his left hand—the one less trapped by IV tubes—toward the Reaper.

Damn all wolves anyway, they really do know when it is their proper time. I can fight against the Reaper, yes, that's what I do; but I can't hold him off when he tricks the patient into helping him!

And damn the Reaper too. Did I not tell you he was most dangerous when he becomes seductive? Now he smiled gently, and his eyes filled with tears, the old hypocrite. He took the wolf's hand in his and folded the wolf's fingers around his own. The wolf let out his last breath and went still.

The nurse reached for the call button, then hesitated. The intern nodded. "Yes. We kept him going as long as we could. There's nothing more to do. Let him go. Wasn't it strange, though? It's as if he saw a loved one coming for him and reached out to them."

The nurse has worked in the wards of my temple longer than the intern. "It's often that way," she said. "Death can be gentle."

"I suppose it's for the best." He picked up the chart and noted time of death, then handed it to her. "Better get this down to accounts receivable and notify the insurance company. And have somebody call the patient's family."

• • •

4:00 PM. The parents brought their daughter, a beautiful white kitten, to the hospital for a scan. She had been experiencing the most horrible headaches.

"Mr. Benton?" the nurse asked. "May we have some basic information to get started?"

"Of course." Hope made the father speak quickly and eagerly.

"What is your insurance plan?"

"Why, I, uh . . ." His eyes blanked with surprise that this was the first question. But isn't it always?

I was another of those invisible "undocumented" workers, mopping the floor nearby. I edged nearer the youngster, feeling inside her, feeling the disease in her brain, feeling the fear and the pain within her. The Reaper was nowhere in sight. This one was young and strong. She would go on for a long, long time.

She was sensitive to me as children so often are, in ways their parents have become too sophisticated to experience. Her eyes went wide as she felt me touch her from across the room. "Mommy! Make him go away!"

Mrs. Benton took her daughter in her arms. "Who, dear? Who scared you?" She was trying not to think the terrible words *tumor* and *hallucination*.

The youngster pointed at me. "Him! The scary man!"

"Sssh, dear, there's nobody there. Nobody at all."

"But Mommy! He's right there!"

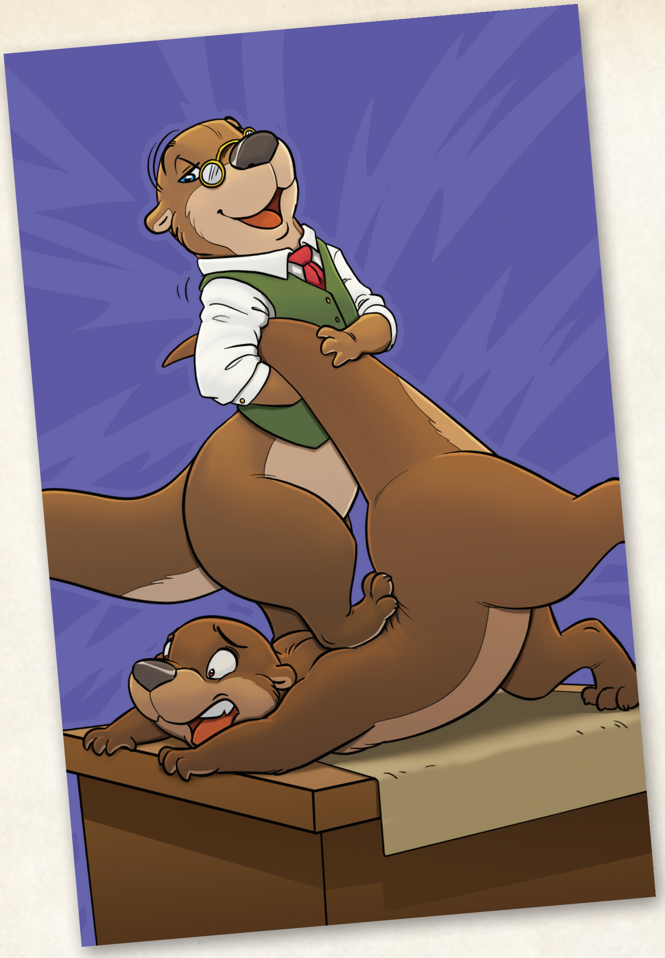
I stared into her eyes. And just for a moment I let her see me in my true shape.

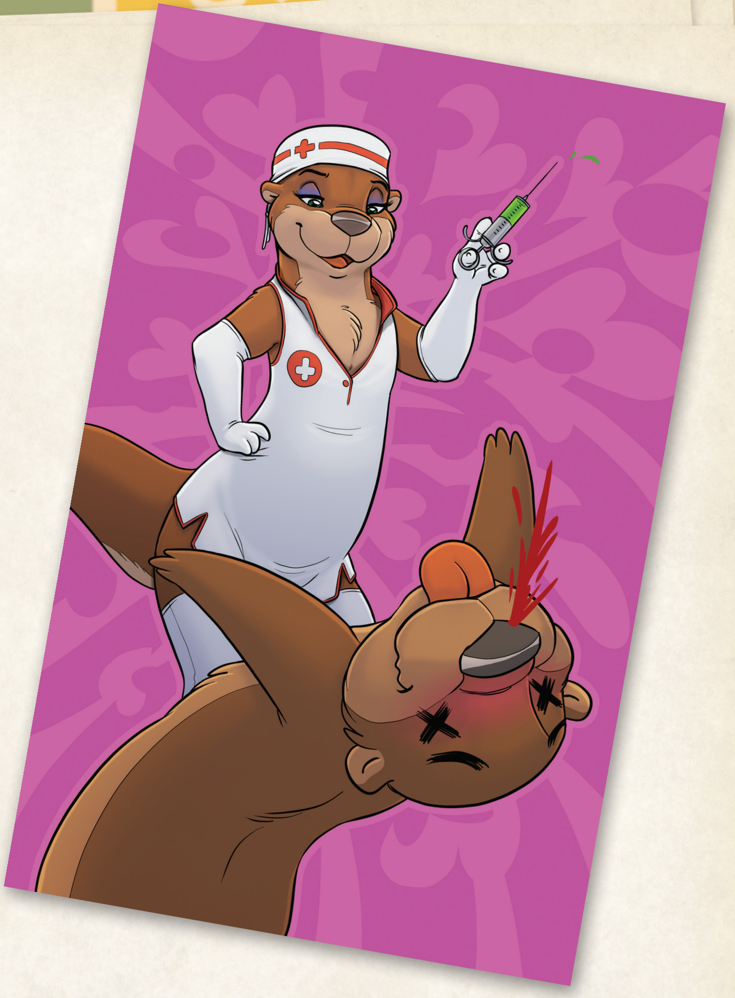
You wanted to know my true form? See me then as she did. The rumpled feathers. The red, naked head. The hooked beak, smeared with carrion.

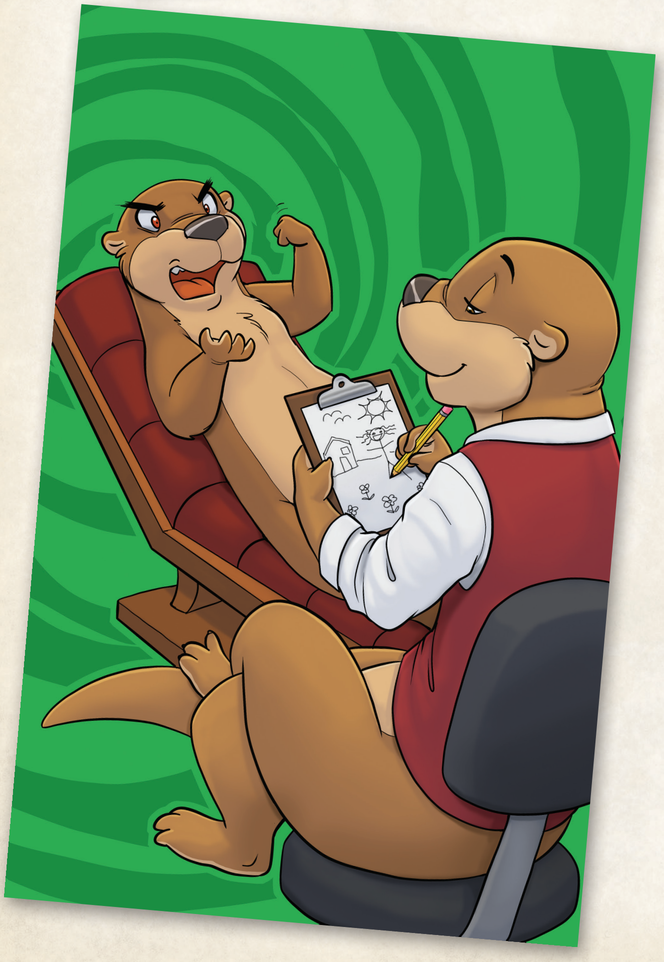
She stared into my face and screamed. In that instant she knew that I had her, and that no matter how hard she tried to tell them, nobody else would believe her.

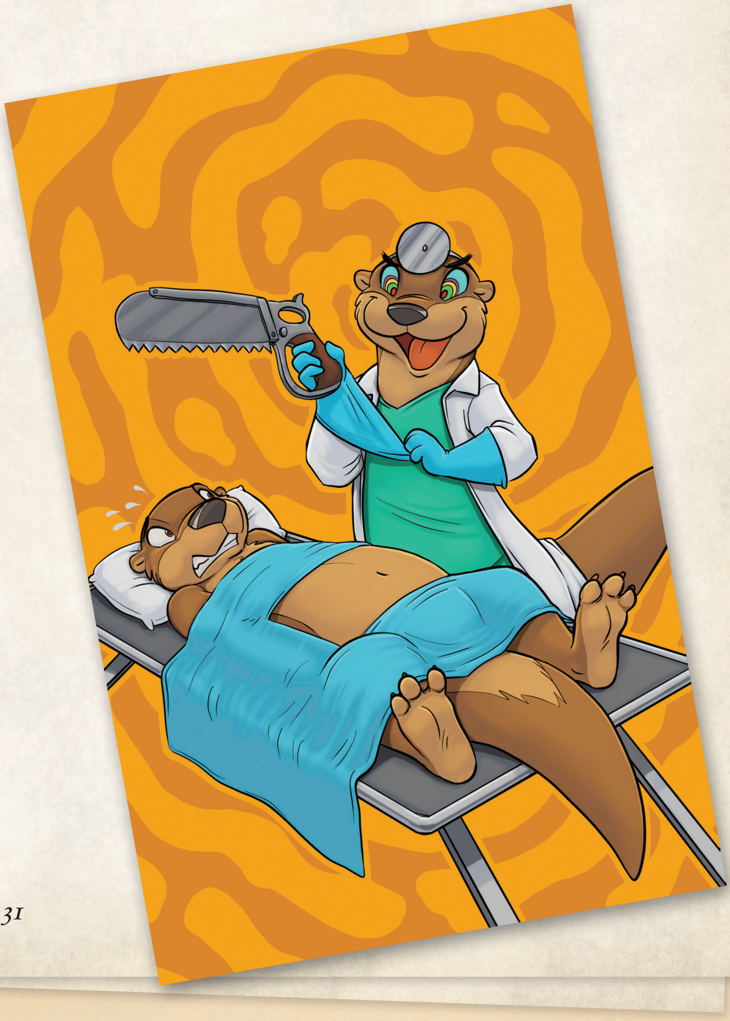
Such exquisite pain, fear, and despair she felt! I let them flow into me, I fed and fed and fed on them, gaining strength and power from them. How plentiful they were, and how powerful!

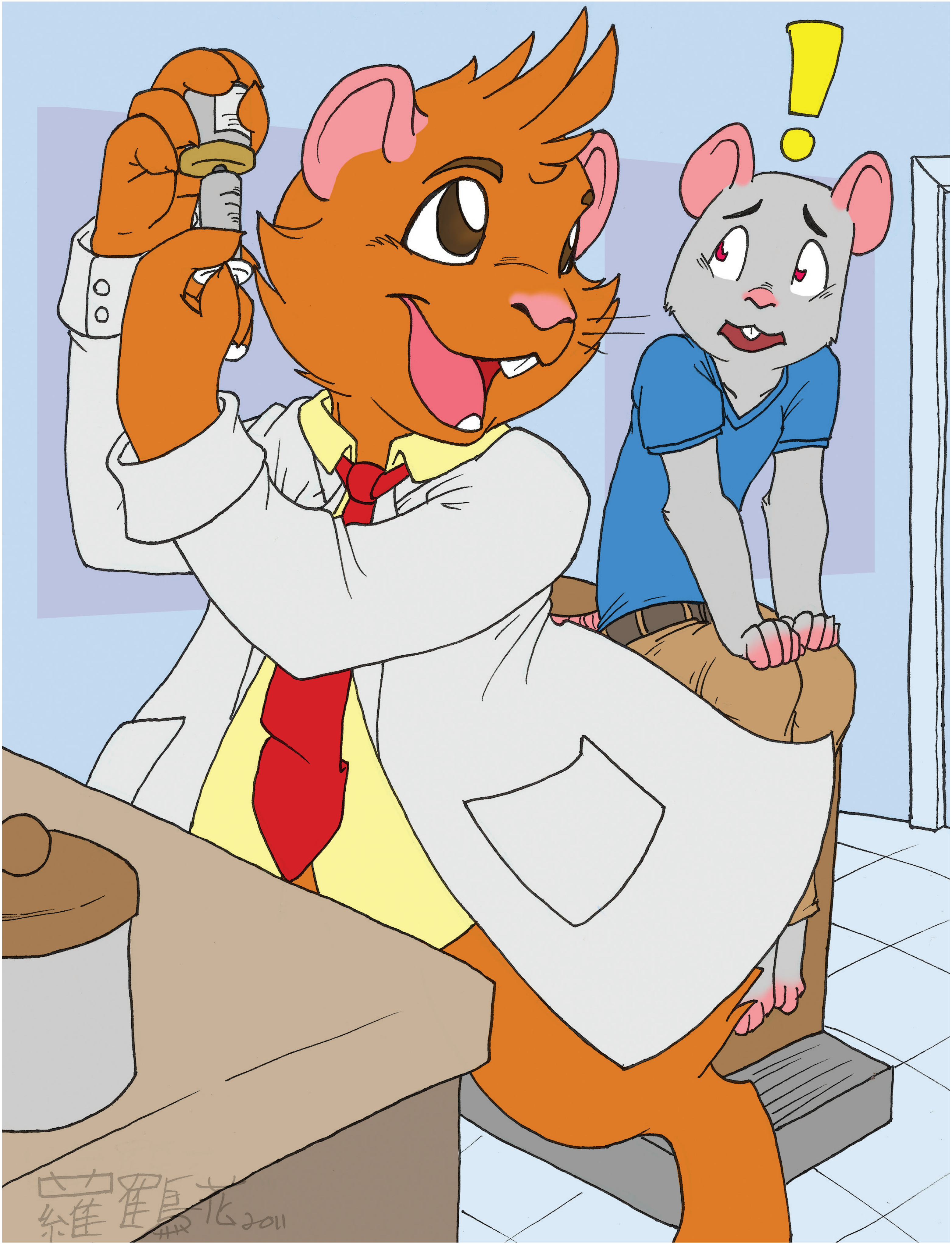
But they were more than that. How can I tell you how *delicious* they were?










!
羅鶴花 2011

THE BEST MEDICINE

BY JOHNNY BLANCO

The halls of the hospital smelled of disenfectant and chemicals that made the raccoon's nose twitch. This was his second day on the ward. The head nurse glanced at various charts as she stayed three steps ahead of him.

"Now, this is the ward I told you about yesterday. Are you prepared to go inside?"

He swallowed hard and nodded. The tigress pushed the door open.

Inside were eight beds, all occupied by children of various ages and varying conditions. They looked sickly, lying in their beds and suffering from ailments ranging from broken bones to more serious ailments. He knew he would be the one dealing with these kids. He looked at the tigress, who examined the charts in a businesslike manner.

"If you'll excuse me, I have other matters to attend to. Please be a dear and tend to these patients?"

"Y-Yes ma'am," he said as he turned away. He felt tears welling up inside of him.

The first day was spent doing menial tasks such as tending to his patients—changing their bandages, giving them medicine and food. He tried to distance himself from these kids; he remembered what an instructor taught him when he was in medical school.

If you get too emotionally attached to your patients, it could be detrimental to both you and their health.

Even during his lunch hour, he could not stop thinking about the children in his ward. Their gazes seemed to pierce his soul; they sighed and sometimes whimpered in their sleep.

He wanted to quit, but he had wanted to be a doctor since he was a cub. Whenever one of his friends got hurt, he was there to tend to their wounds or run off and get help so they could get the care they needed.

Towards the end of his shift, parents of a little mouse girl showed up to pay her a visit. Her face lit up when she saw them come into the room. She talked with them; they asked how she was. They gave her a big gift basket filled with toys, books, and games. She smiled and hugged them both. But the smile faded immediately after they left. She flipped through some of the books, then sighed and flipped on the television.

He was almost in tears as he finished up paperwork that had to be done on the patients. He had noticed that the health of each of the children either had been steadily declining or had remained the same for weeks on end—not a good sign. As soon as he finished, he made a beeline to the parking garage. He slid into the front seat of his car and closed the door.

It was as if a dam burst. He collapsed in his seat, sobbing. He knew that some of these kids were not going to have futures. After a few minutes, he sniffed and looked at himself in the rear view mirror, then scowled.

"You need to pull it together, Jacob. You are all these kids have."

It was then he had a great idea. He put his car in drive and tore out of the parking garage like a bat out of hell. He stopped several times along the way back to his apartment. He wanted to strategize and ready himself for the next day.

At the beginning of his shift, he got some odd stares from some of the patients and staff as he arrived at his ward.

The door opened, and a puppet that looked like a cartoonish lion peeked his head into the room.

"Attention, boys and girls! Are you ready to have some fun?"

All the boys and girls bolted upright in their beds. They looked at the puppet, smiled, and broke into a babble of questions.

"Who're you?!" asked one cougar lad in surprise

"Yeah! What's your name?" a young vixen, her arm in a cast, chimed in.

Jacob sauntered into the room, clad in scrubs and operating the puppet. The kids seemed not to see him, focusing instead on the puppet. "The name is Lionel. We are going to be taking care of you and getting you better. Y'know why?"

They all shook their heads.

"So you can all go outside and play! Don't you remember what it was like to play?"

They shook their heads again.

"Well, that won't do—so for as long as you're here, we're gonna not just take care of you and feed you, we're going to play and have fun!"

A raucous cheer erupted from the children's ward.

As the days passed, all of the patients saw an improvement in their charts. They seemed to be getting better with the new nurse on the ward. Within a week he was called into the head nurse's office.

"I am here to commend you on your work. Your patients are showing incredible rates of recovery. But I want to ask you—what have you given them to make them heal faster and feel better?"

The raccoon smiled and replied, "Someone once said: Laughter is the best medicine." ⚕

FA: BLACKTIGERFOX

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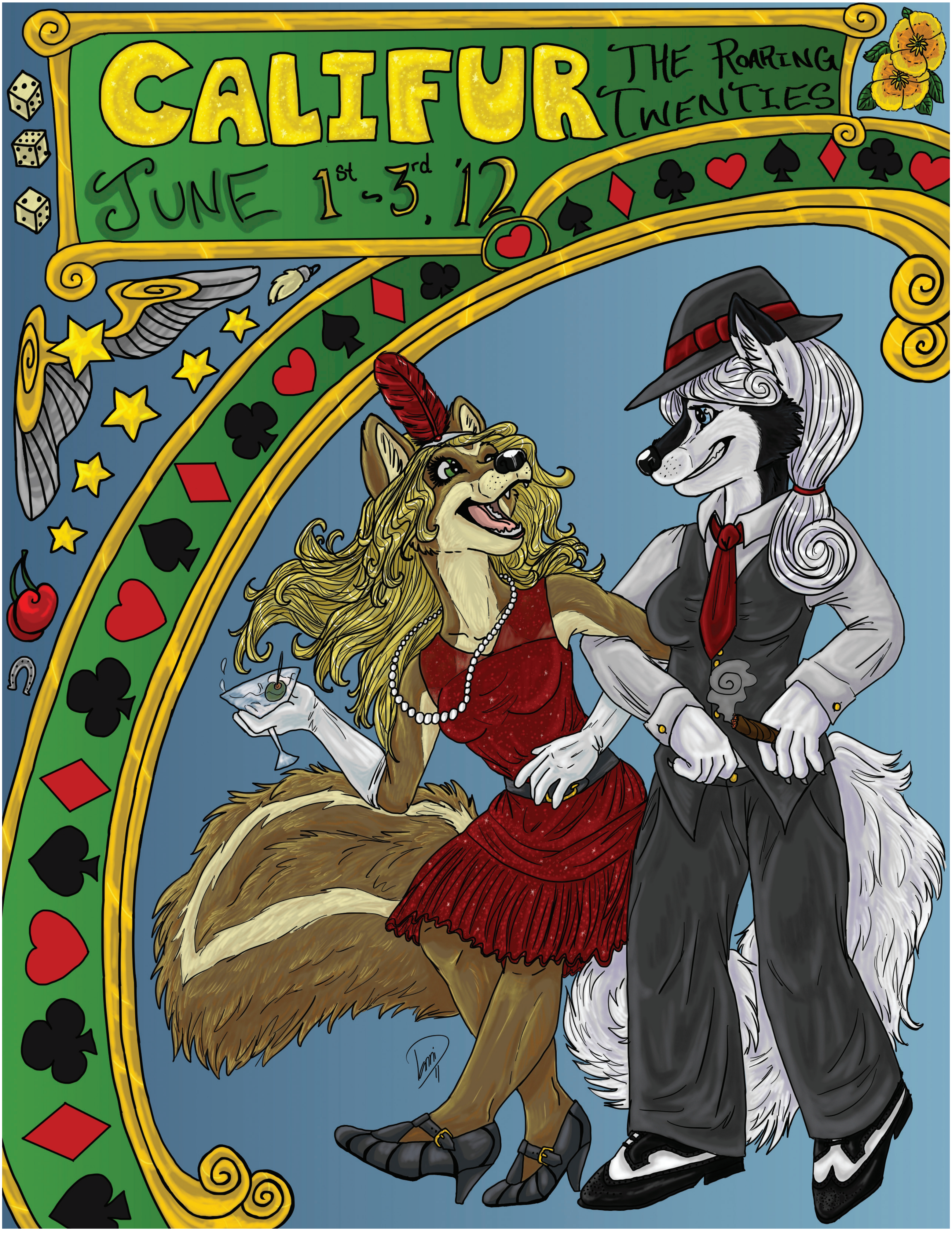
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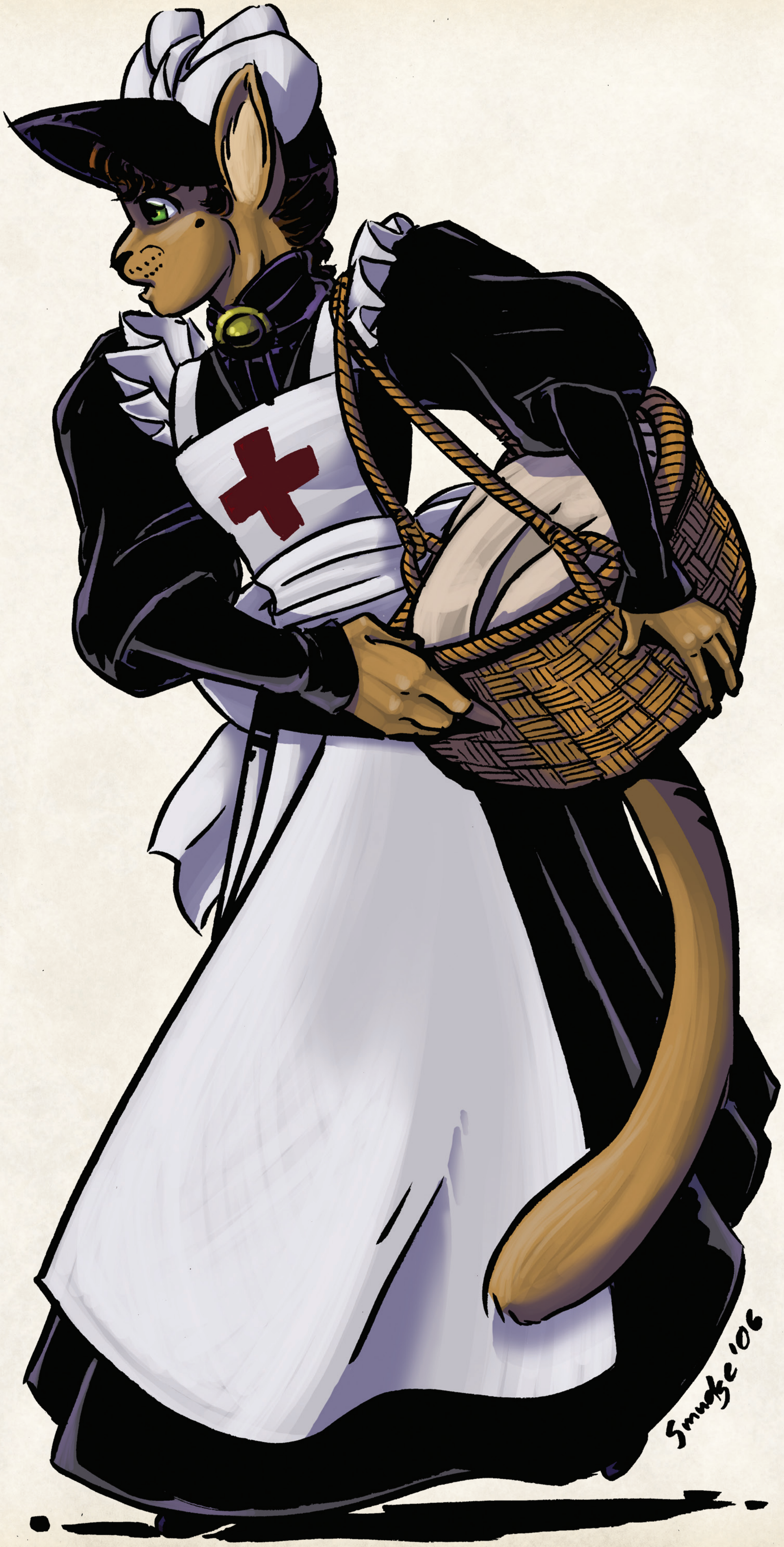
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A LETTER FROM THE BOARD

Welcome to Further Confusion 2012!

Another year, another growth spurt. We're looking forward to our new locations, and we hope that the San Jose Convention Center, the Marriott, and the Hilton will be our homes for years to come.

Every year, Further Confusion stretches itself to bring you the best artists, writers, gamemakers, costumers, musicians, and puppeteers in furry fandom, and to surpass every other year.

That's a high bar. We must be crazy. That's probably why this year's theme is "The Infurmary".

We're deeply proud of our guests of honor this year. Matthew Ebel is a songwriter and performer, writer, entrepreneur . . . and very funny person. (And I'm not writing this just because he wrote a song about FurryMUCK.) E. E. Knight has written fantasy from the point of view of dragons and post-apocalyptic science fiction.

But we're also proud of our broad range of programming. Whether your interest in anthropomorphics is art, fursuiting, music, puppetry, technology, spirituality, or writing, we have something for you.

So go enjoy yourself . . . *stat*!

Anthropomorphic Arts and Education, Inc.
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http://www.anthroarts.org/

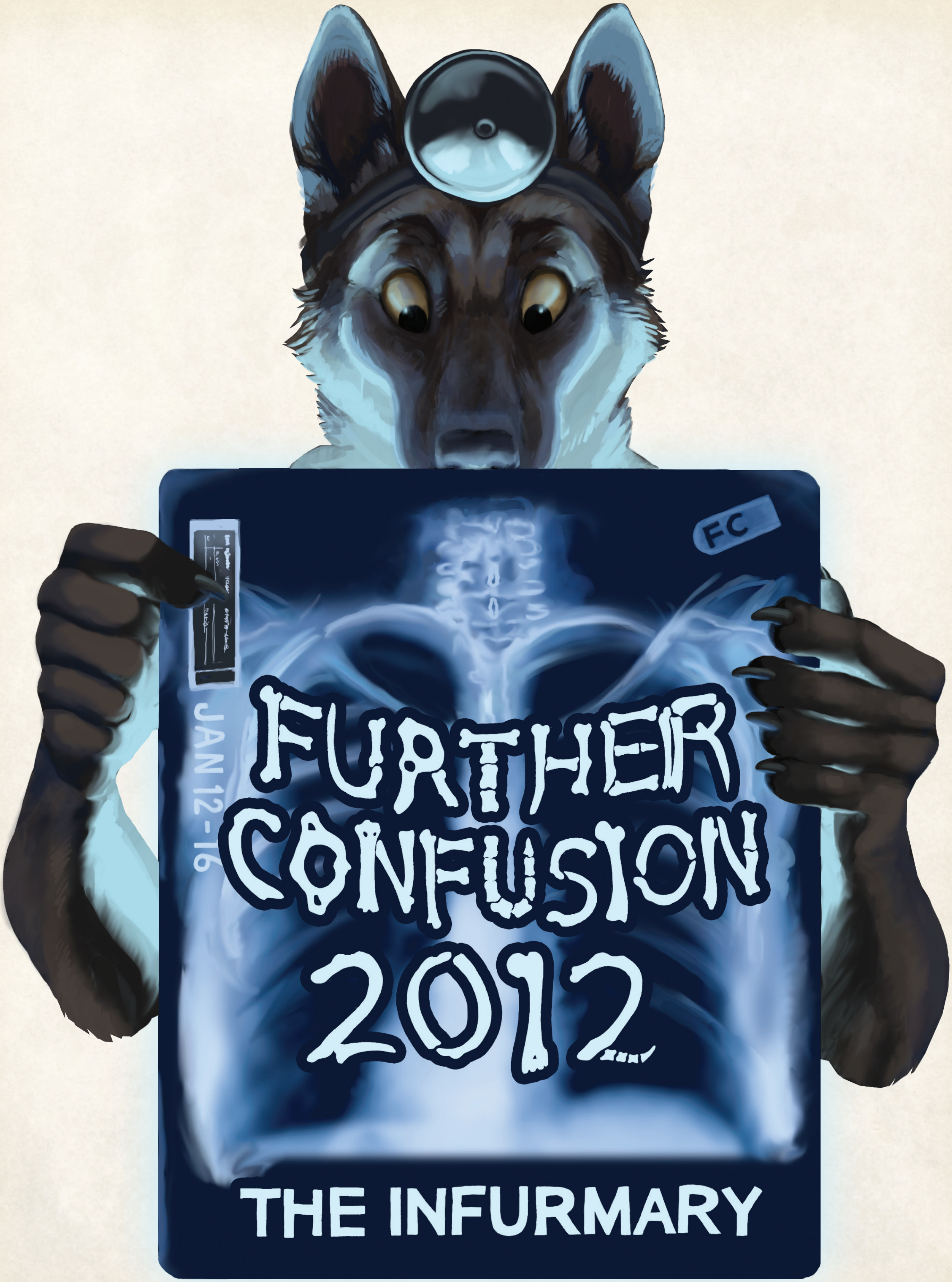
Frolic
Every Second Saturday*
9:00pm–2:00am
The Original Furry Nightclub
$7 Cover, $3 with fursuit/in costume
Ages 21+ w/ ID only
399 9th St. (@ Harrison), San Francisco

Happening every **Second Saturday** of the month in **San Francisco**, Frolic is a fursuit friendly dance club for drinking-aged adults!

Featuring a regular and rotating list of furry dj's and vj's, a full bar, dance space, fursuit changing space, and much much more.

www.neonbunny.com/frolic

*Look for our San Jose appearance on the Second Saturday of January; returning to our regular venue in San Francisco in February.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